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MODELISMO
Nº 3
6€

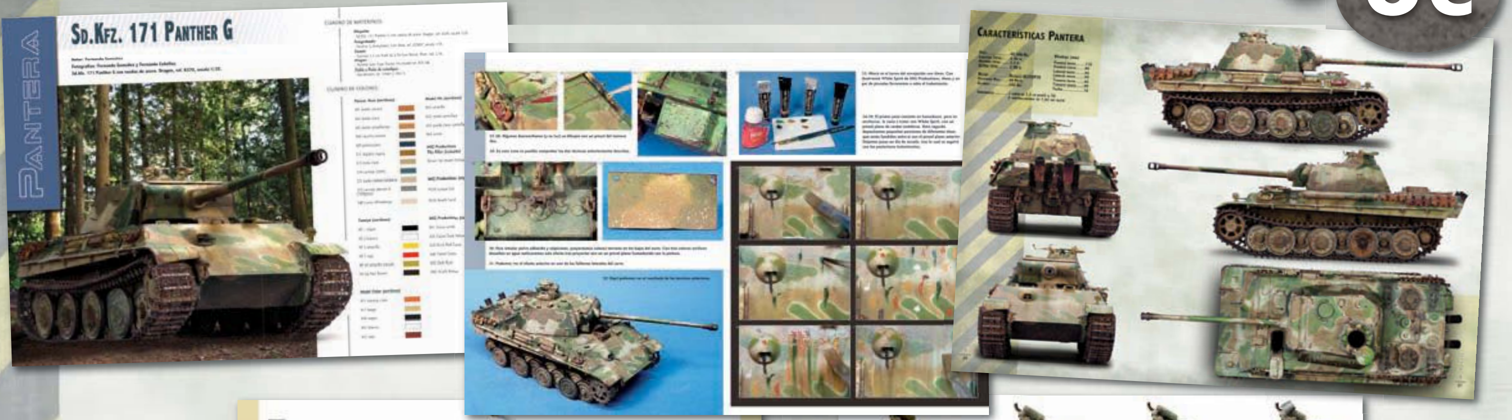
Model Laboratory

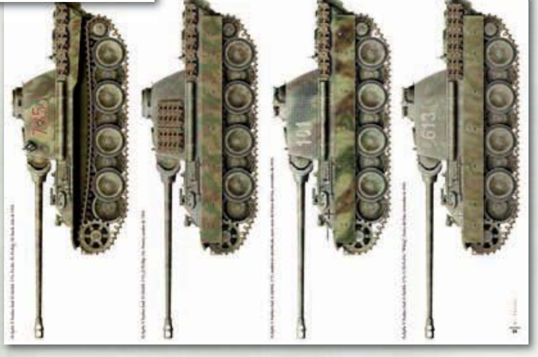
313
COMPASS
PAT.P
CUTTER
Infinity
da Vinci
NOVA

PZ.KPFW. VI
TIGER I "313" S. PZ.ABT. 505

Model Laboratory

6€





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We start a new series of Panzer Monographics with a Sd.Kfz.171 Panther and the intention of offer you an exhaustive step by step of the realization of this model kit, from the building to the painting. Also you can find some profiles and a gallery with Panthers of several authors.

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Printed by
Imprimia Artes Gráficas
Filmsetting
ACCIÓN PRESS, S.A.
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Published by: ACCION PRESS, S.A.
Distribution: LOGISTA, S.A.
Legal Deposit: M-19724-1992

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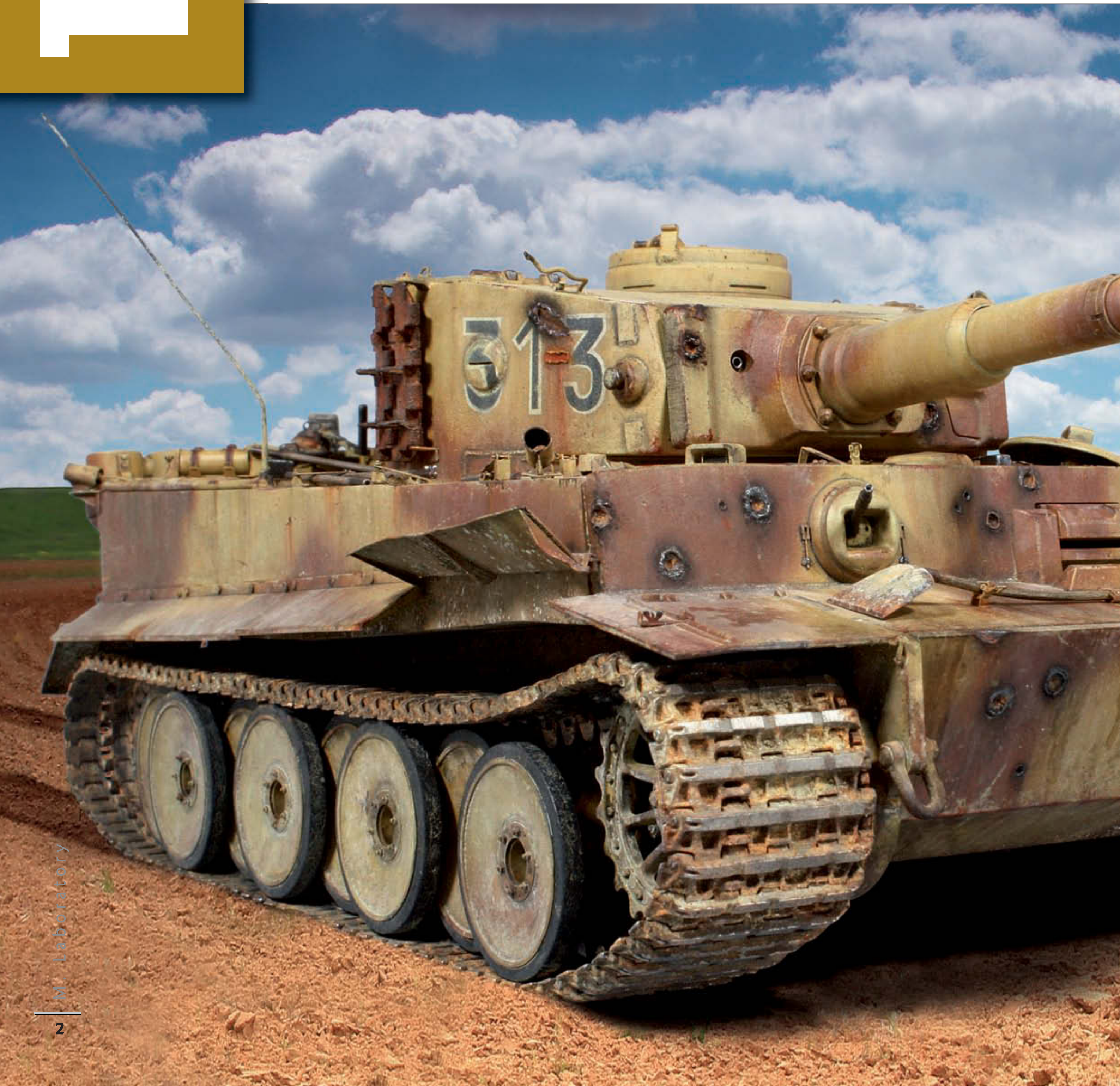
MODEL LABORATORY doesn't expressly line up with the opinions of the collaborators.

Pz.Kpfw. VI Tiger I "313", s Pz.Abt. 505

By: "Michel" Pérez Blasco
Picture Credits by author

The original idea was to do an armored vehicle with numerous impacts -historically documented in several episodes- where these "beasts" were reached by a fair amount of hits, but in spite of those it kept working. Several research pictures showing armored vehicles with different hits, pictures of the specific vehicle, of vehicles in the same unit, etc. were used for backup.

Taken all research materials into account, we've gotten to this "313" belonging to the 505, as being a unit received on July the 8th 1943, with camouflage which was intended for the African scenario, where this vehicle never did actually set tracks upon. The fact that all the vehicles of this unit have the same camouflage pattern, allows us to infer that these were not repainted in a provisional fashion while fighting in the front. That is why we've portrayed this vehicle with the RAL 8020 "Braun" –base paint for the African scenario being the norm since March 1942- and



RAL 8017 "Rotbraun" designated as a secondary color following the February 1943 norm.

The Tamiya kit is an excellent and very true kit with a wonderful parts fit and a good mold. It has few mold ejector marks, and these are well placed. However the level of detailing has been surpassed by other brands and that is why we absolutely need a number of other products and accessories in order to make the finest kit possible.

MATERIALS EMPLOYED

Tamiya:
- Ref. 216 Tiger I Panzerkampfwagen VI Ausführung E (Sd.Kfz.181)
Frühe Produktion
Friulmodel:
- Ref. ATL 116 Initial Type Tracks
Voyagermodel:
- Ref. PE 35062
RB:
- Ref. 35B01 8.8cm KwK 36L/56

COLOR CHART

Tamiya Color (acrílicos):
- Flat White XF2
- Flat Flesh XF15
- Desert Yellow XF59
- Red Brown XF64

Panzer Aces Color (acrílicos):
- Dark Rust 302
- Light Rust 301
- Yellowish Rust 303
- Red Tail L. German 307
- Periscopes 309
- Old Wood 310
- Light Mud 315
- Dark Mud 316
- Highlight British Tkcr. 321
- Highlight French Tkcr. 324
- Highlight Flesh 342
- Splinter Cam. Base 345

Model Color (acrílicos):
- German C. Black Brown 822
- Cork Brown 843
- Medium Fleshtone 860
- Chocolate Brown 872
- beige 917
- Medium Grey 987
- Brown Sand 876

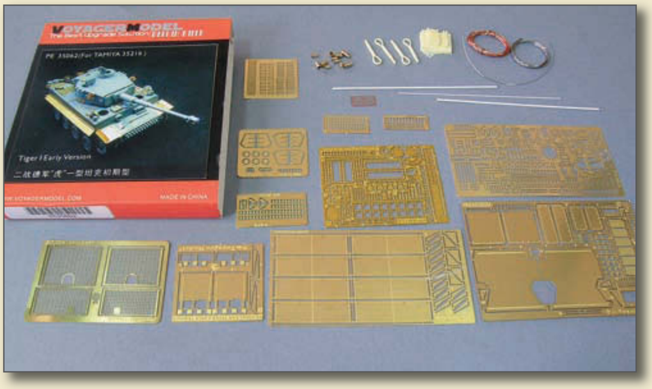
Film Color (acrílicos):
- Sand B-16

Titán (óleos):
- White
- Black
- Bitumen
- Naples Yellow
- Yellow Ochre
- Sepia
- Raw Umber
- Burnt Umber
- Transparent oxide brown
- Pink earth transparent

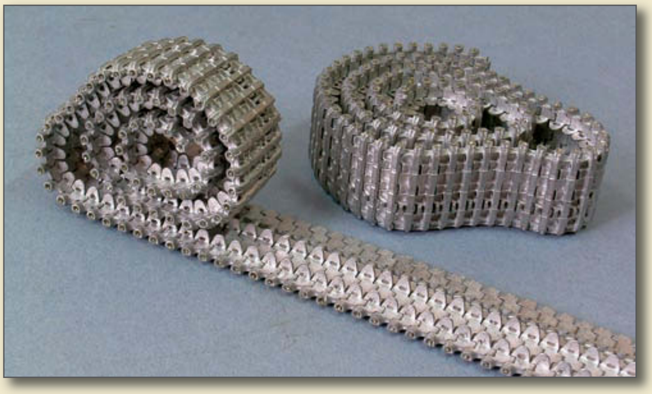
MiG Productions (pigmentos):
- black smoke P023
- light dust P027
- european dust P028
- gulf war sand P037
- african earth P038
- industrial city dust P039

MATERIALS

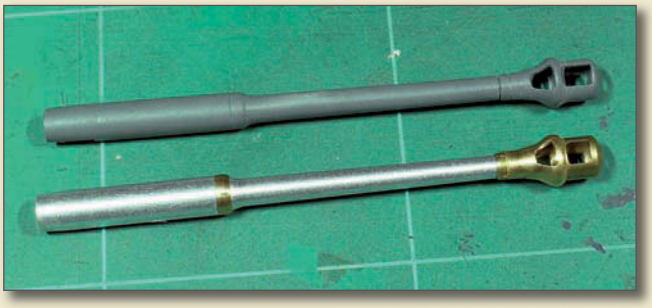
The Tamiya kit is an excellent and very true kit with a wonderful parts fit and a good mold. It has few mold ejector marks, and these are well placed. However the level of detailing has been surpassed by other brands and that is why we absolutely need a number of other products and accessories in order to make the finest kit possible.



The Voyager photo etched sheet is truly wonderful and very complete. It has the right amount of pieces and it can be easily assembled except for some really small pieces that require lots of care. We also have small resin parts, tow cables, track pieces, cleansing ramrods, mine launchers: supports, covers, ammunition and cables; grilles, moveable fenders, tool moorings, etc.



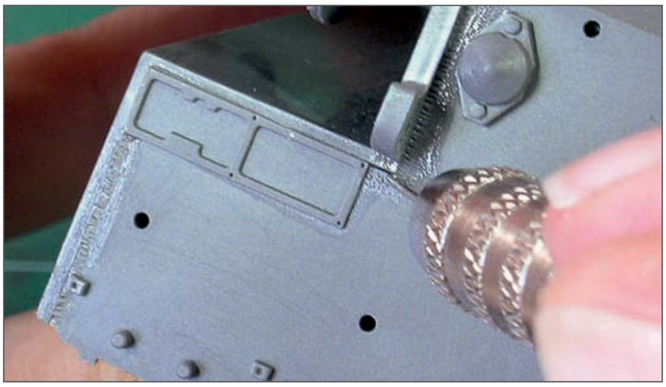
The weakest spot are the vinyl tracks which have been altogether replaced by the unsurpassed Friulmodel reference.



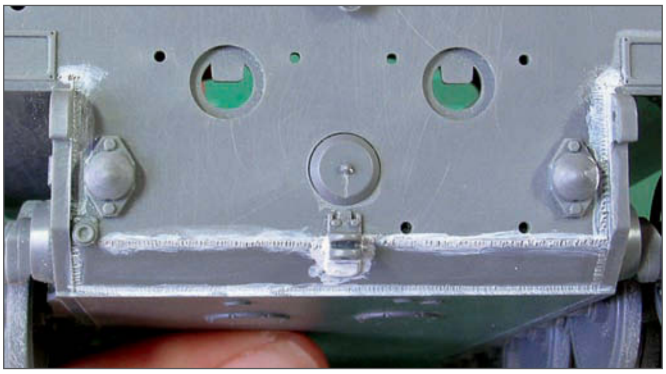
The Rb gun shaft is wonderful and its price is very fair. It is actually pretty necessary to replace the original one for this reference because the Tamiya gun lacks an awful lot of detail.

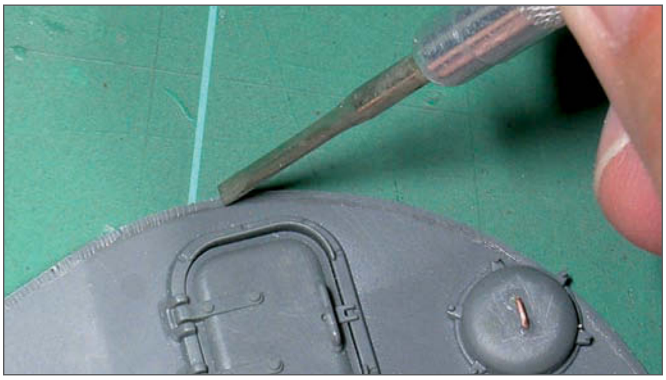
ASSEMBLY

Assembly chores have no special issue to point out; in the pictures we can clearly see the improvements undertaken.

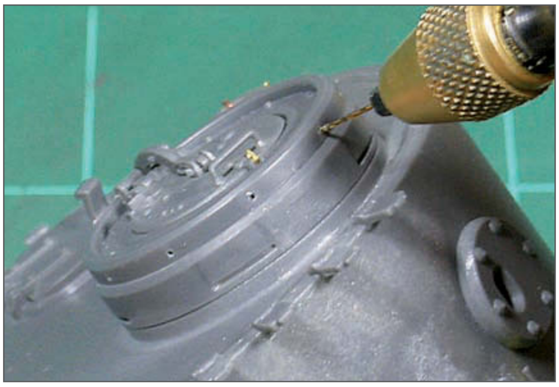


The first task that we set out to do was to redo the welding lines, because some are not on the kit and some are not well marked. These have been done by softening the styrene surface with nitro-cellulose thinner applied with a brush and then doing the marks with much more adequate tools: small screwdrivers, x-acto knives, picks, etc. If we need to have welding lines that stick out we can use heat stretched styrene to add the necessary material for the welding lines. (If we want we can later on remove it)



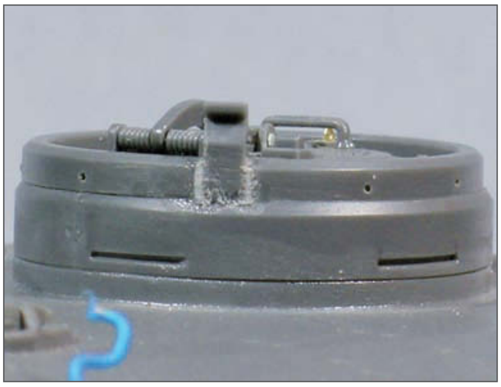


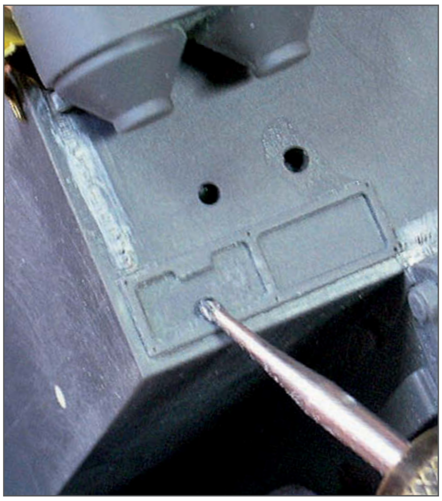
In the turret, Tamiya has failed to recreate the welding lines on the roof, so these lines have to be recreated.

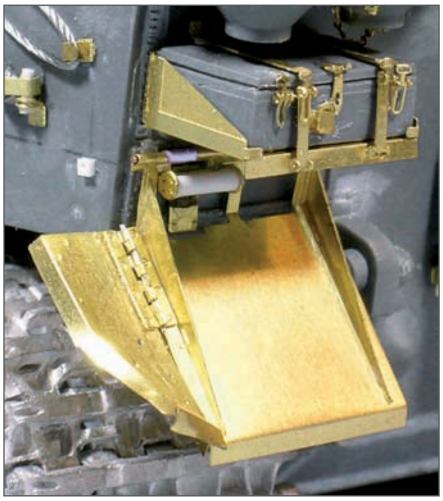


On the dome or cupola we drill holes with a 0.4mm drill.

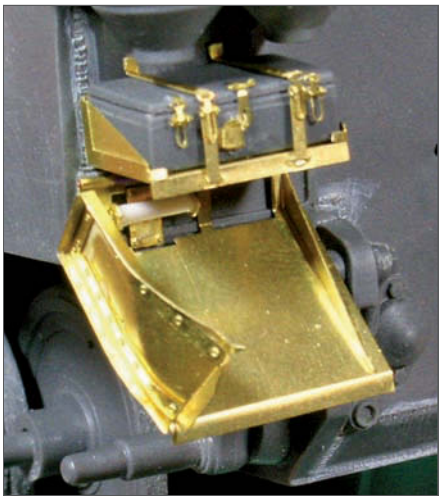
Small welding remains can be seen on the stopper of the hatches or portholes.



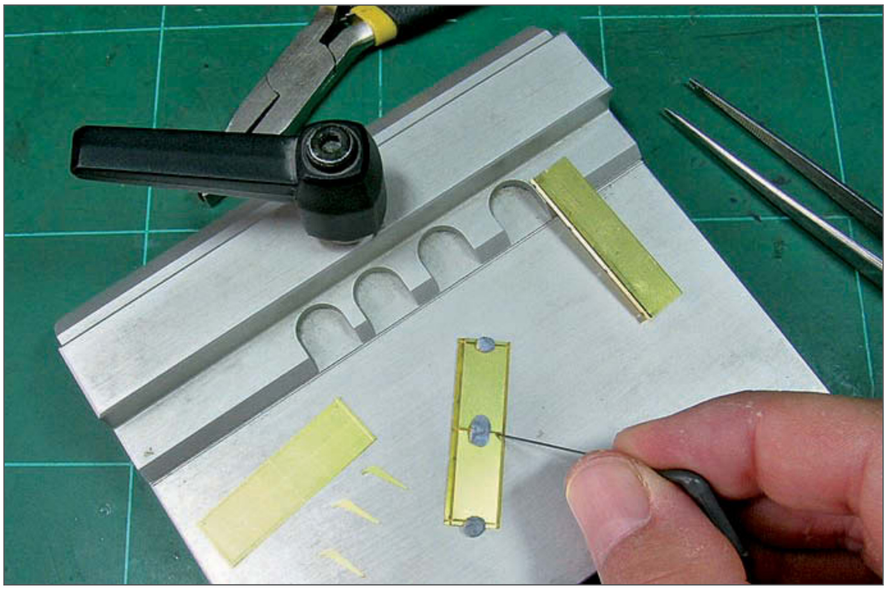


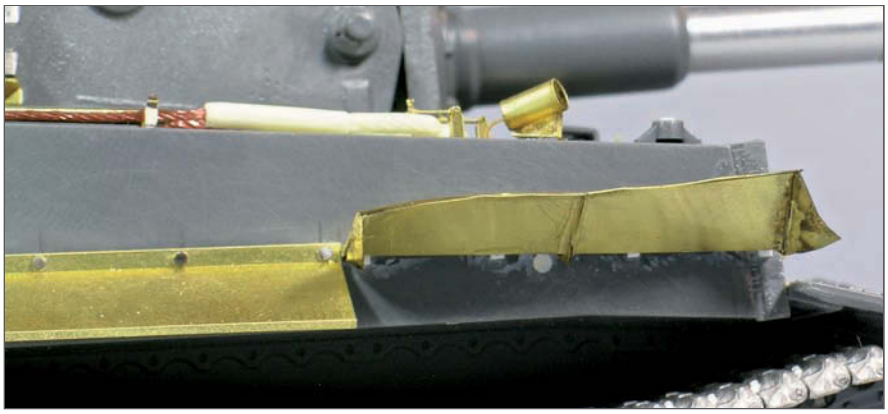


The rear Notek has been removed, and it has been substituted with a section of an Evergreen rod and the corresponding photo etched pieces.

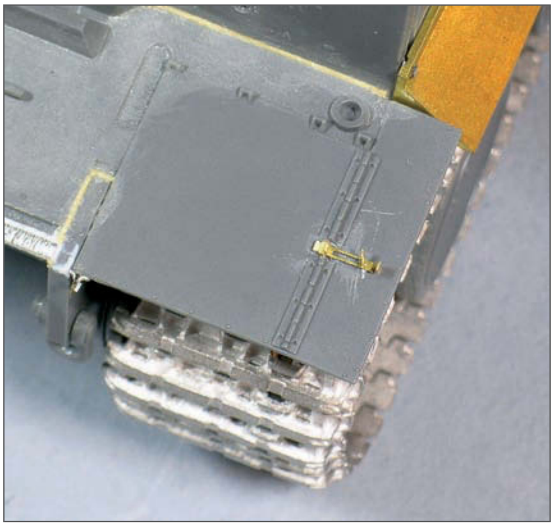


Rear fenders are pieces to be glued apart; so substituting these for the photo etched pieces was a simpler affair. We have taken the opportunity to do some damage in these that was not actually reflected in the period picture.



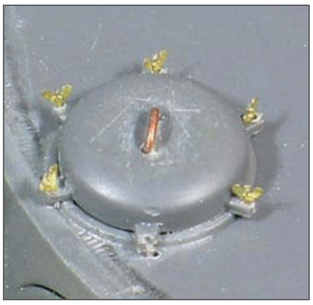


The sides have small squares on the inside. These have been held in place with removable putty before gluing these with cyanoacrylate glue.

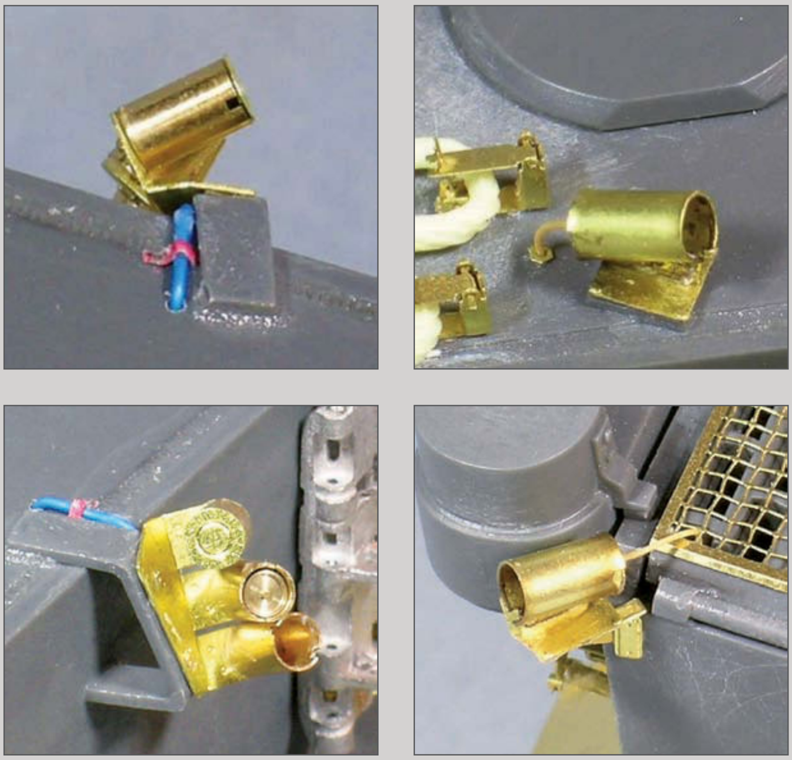


Front fenders were going to be replaced by the photo etched ones, but in the reference picture these were unharmed and removing the plastic ones was unnecessarily risky, so we chose to leave the original ones with the photo etched latch glued in place.

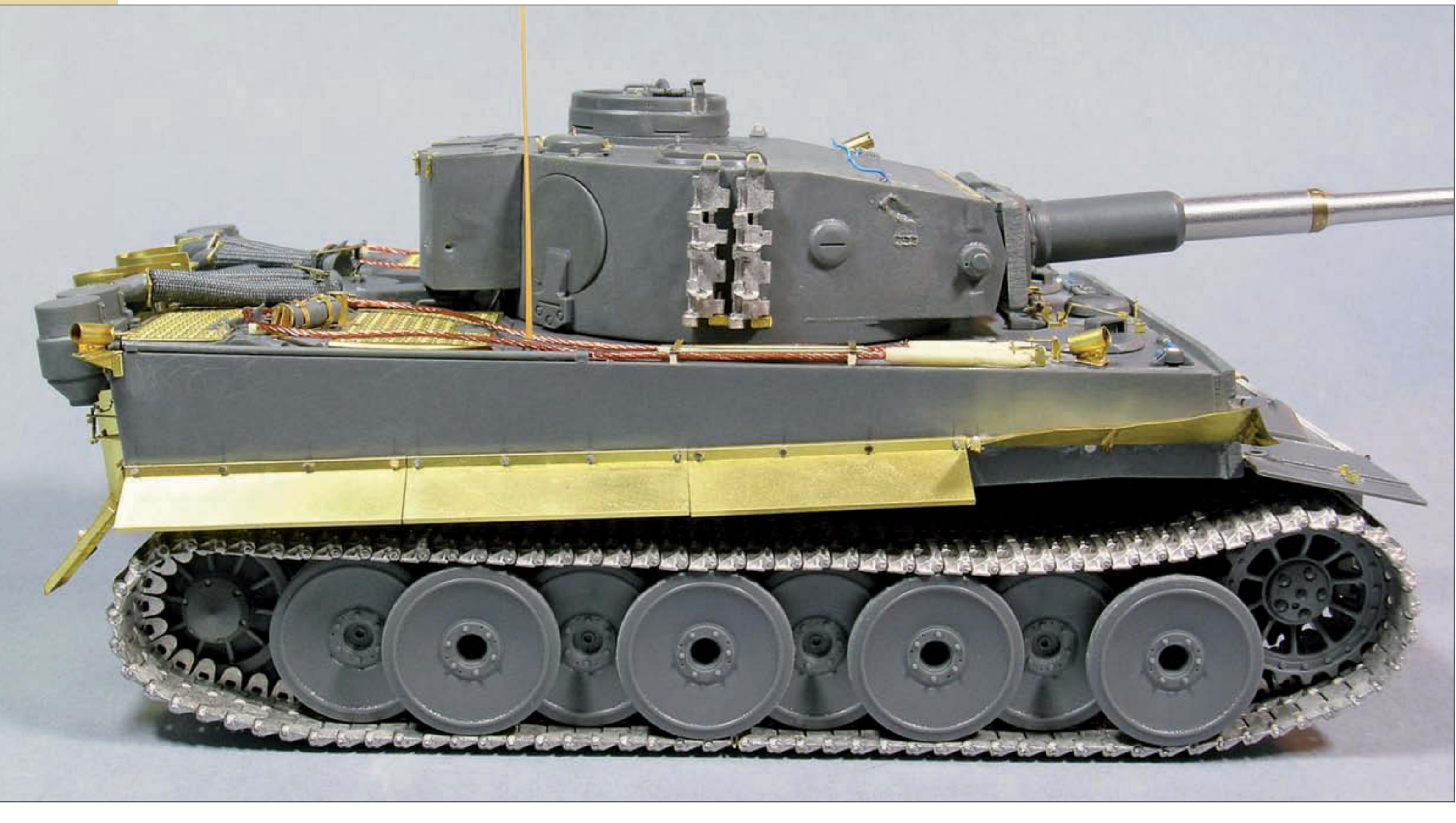
On the cover for the ventilating system, we've replaced the handle for another one made out of copper wire; adding the wing nuts that the photo etched sheet offers.

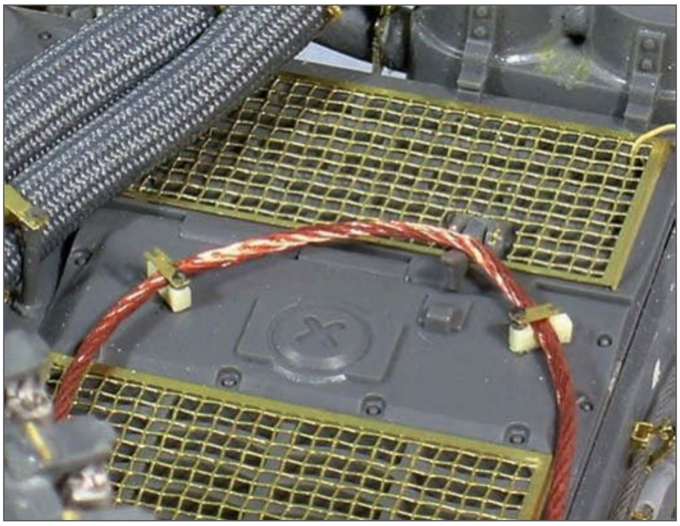


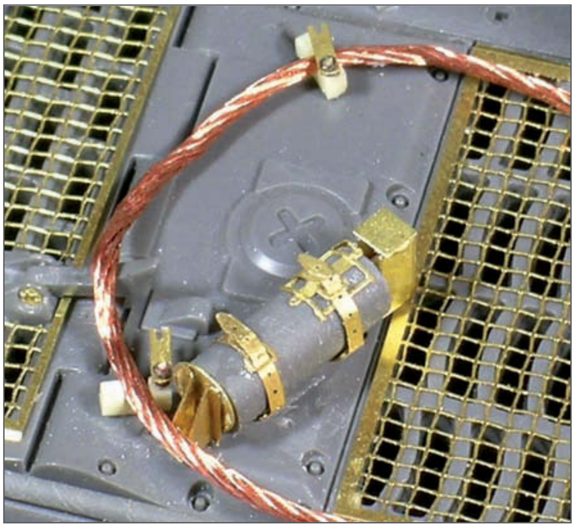
MINE LAUNCHERS



Mine launchers are pretty much complete except for the electric wiring which was made with heat stretched styrene and electric wire plastic covering.

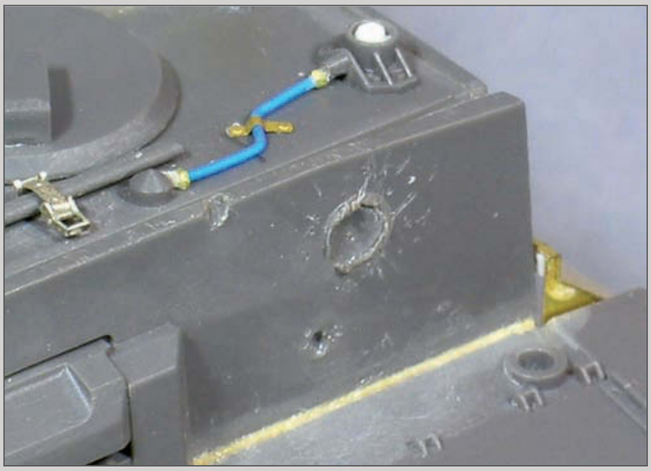




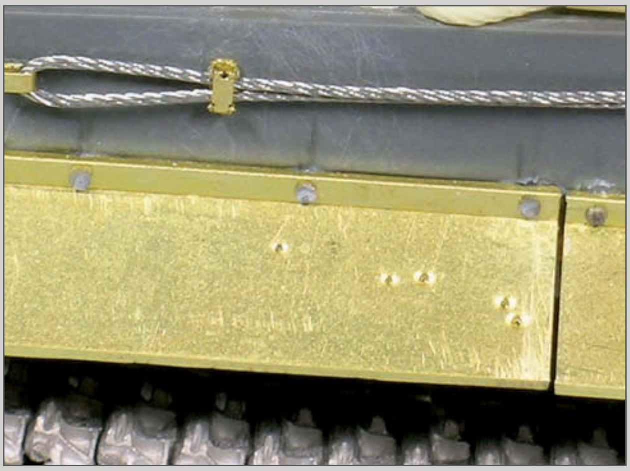


Tow cables have resin and photo etched moorings for the rear. These were improved with small rivets and rings making these wholly functional.

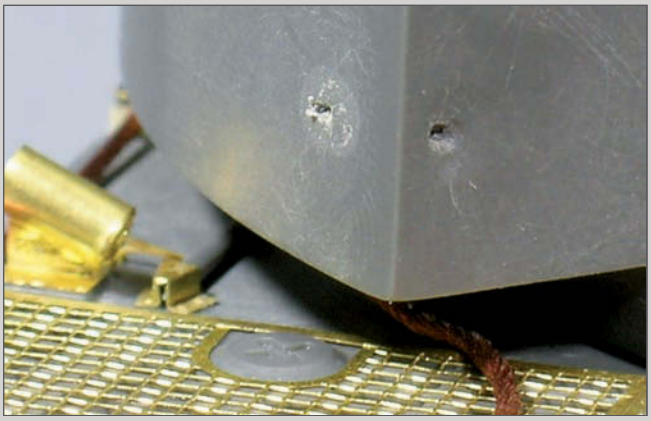
MAKING IMPACTS



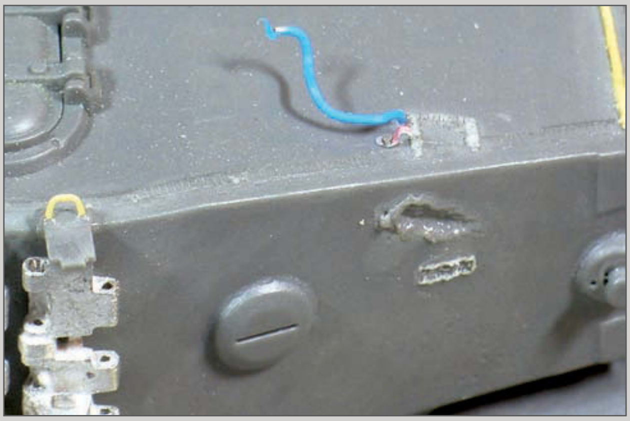
Larger impacts are recreated by moving in a circle a round shaped x-acto knife, after softening the styrene surface with nitro-cellulose thinner, pushing the edges to recreate the characteristic rim of these impacts.



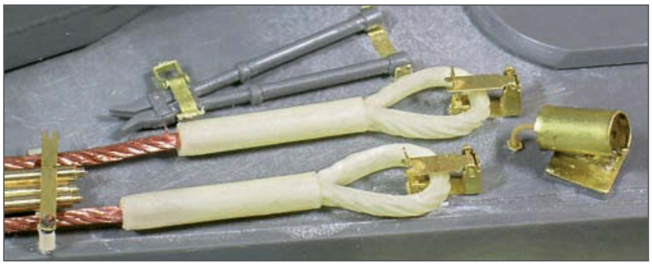
Smaller impacts on the photo etched fenders are done by hitting these with a pick or any pointy tool, leaving that characteristic inner rim that we've seen on many pictures.



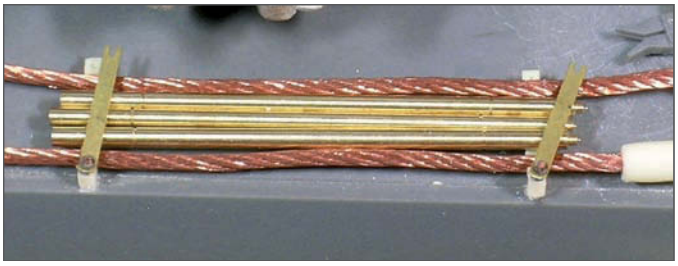
The impact on the basket on the turret has been made with a drill, trying to get the rims pointing inwards on the spot of the impact, and doing outward rims on the spot where the projectile exits.



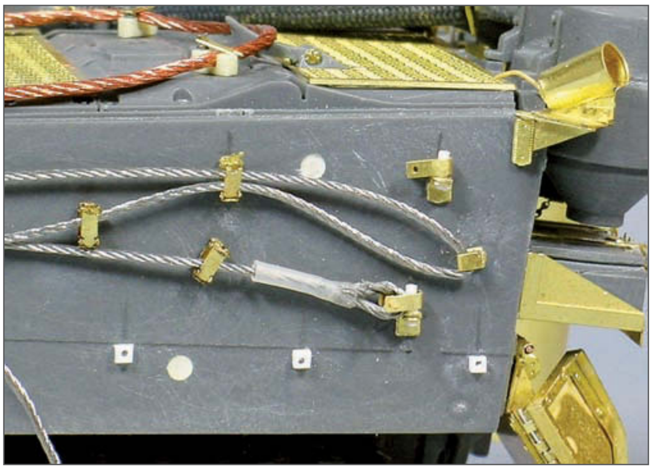
On the right side of the turret we recreate an impact that has supposedly done away with the mine launcher and its support, leaving the cables bare.



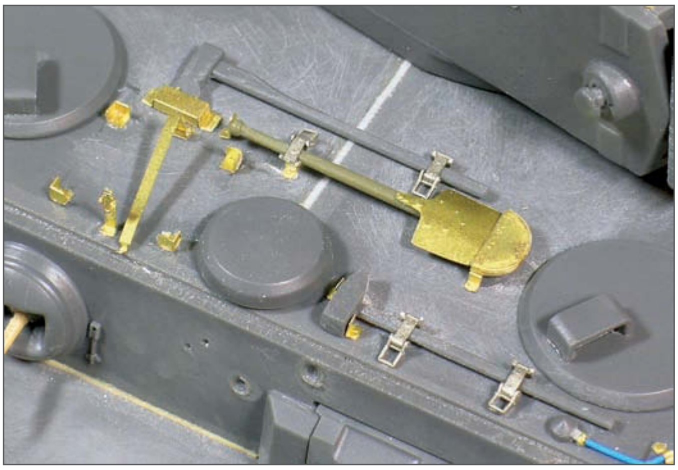
Moorings on the front area are photo etched pieces, but just like the ones on the rear these are wholly functional as well.



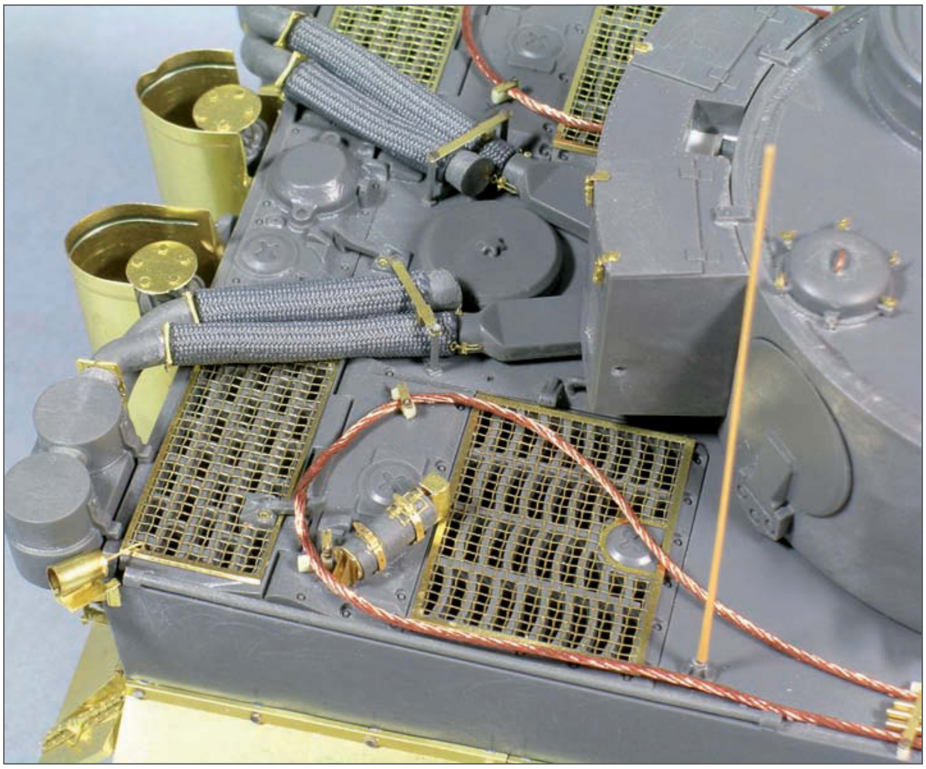
The gun cleansing ramrods could be disassembled and these are perfectly made pieces included in the Voyager set, just like the resin mooring pieces which were also made moveable.



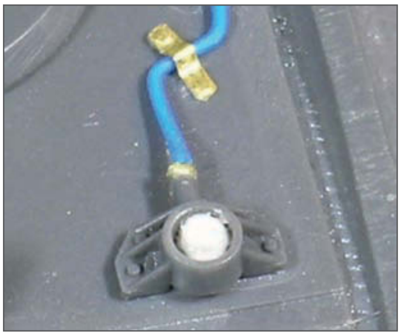
The "eyelets" of the cable employed for assembling the tracks are recreated with real cable covering.
We can also see the small square shapes where the side fenders were screwed, built here with some Evergreen pierced in the center.

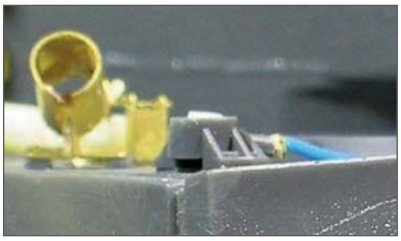


The photo etched sheet includes mooring pieces for the different tools. However these have been largely replaced by the Lion Roar pieces manufactured at a more fitting scale. These are also functional allowing us to put or remove tools at will making it easier for us to do the paint and assembly chores.

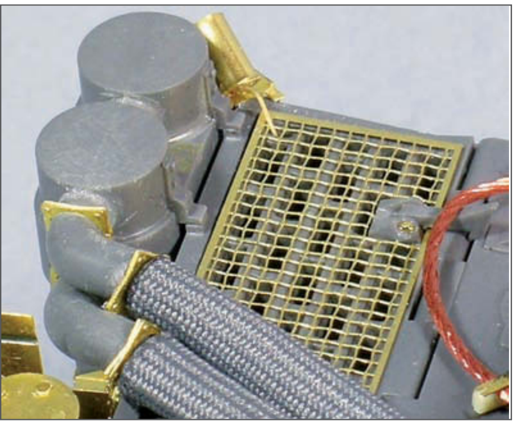


General shot of the motors' cover. In this shot we can see the detailing work.

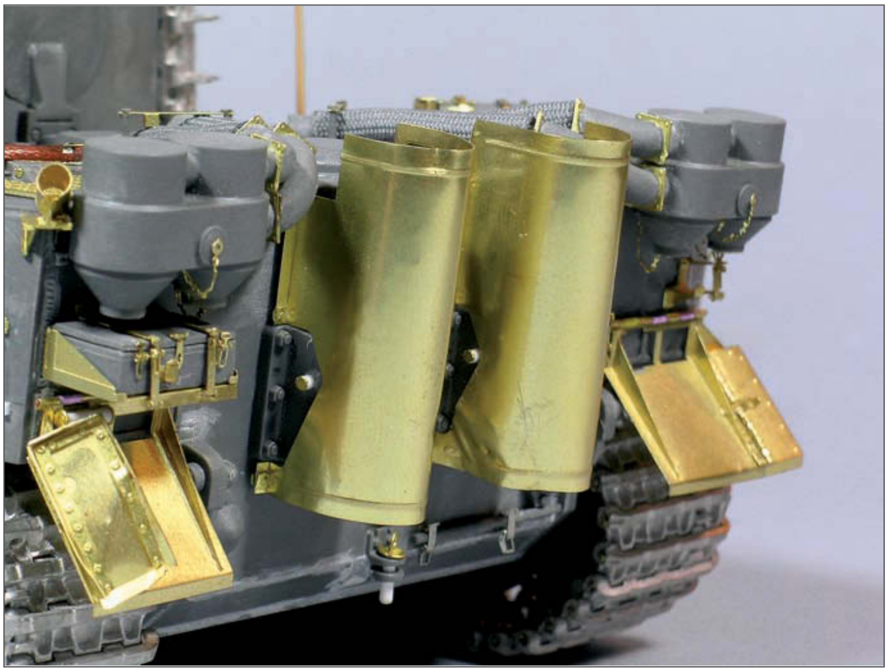




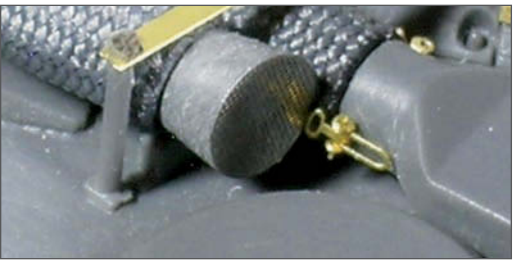
Detailing on the Bosch headlights is done with two Evergreen circlets obtained by punching sheet styrene. Greater realism is obtained by perforating four small holes forming a square pierced on the piece with a needle.



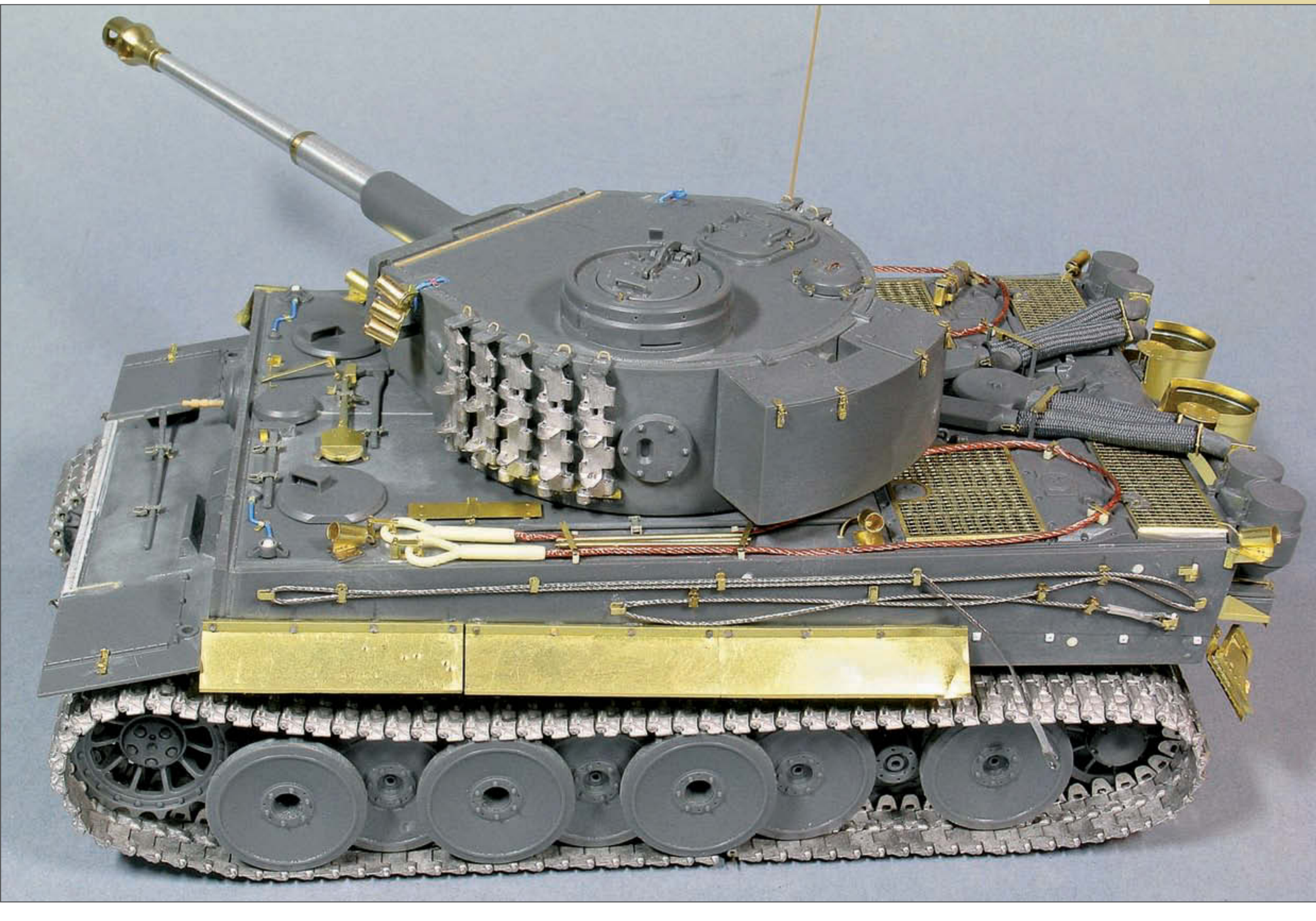
Protection grilles are also Voyager references just like other pieces used to add detail to the Feifel tubes.



The covers for the exhausts are lightly dented in order to convey wear and confer some lifelike details to this Tiger.



The Voyager kit also includes the micro grilles placed at the end of the tubes.



PAINTING

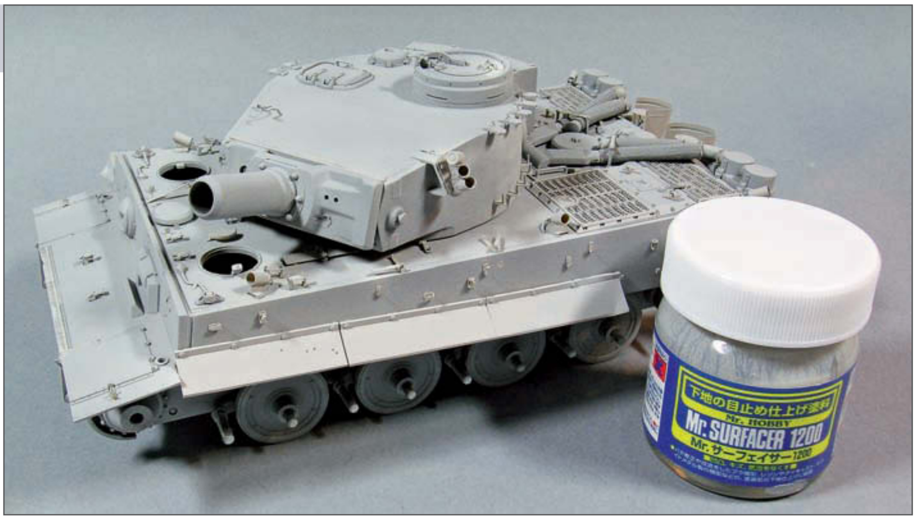
A few considerations before we start.

Before painting a kit it is a good idea to try to picture it already finished in some sort of mental picture. In this particular case my intentions were to have the kit look as close as possible to the image used as a historical reference. In this way we can pinpoint the angles and effects that we want the vehicle to have; in this case we want lots of dirt, because this vehicle had a busy life in a matter of a very few months. Other than the visually striking impacts the vehicle wasn't that much all the worse for wear, in spite of presenting a very dirty appearance, due to the characteristics of the land and time of the year where it first saw active service. Further weathering factors include the shape of the vehicle itself with its large flat areas which tended to accumulate dirt and thin sand, the edges of the armored planks with a tendency to peel off paint and the vertical armored planks with a display of grime streaks stains and splashes.

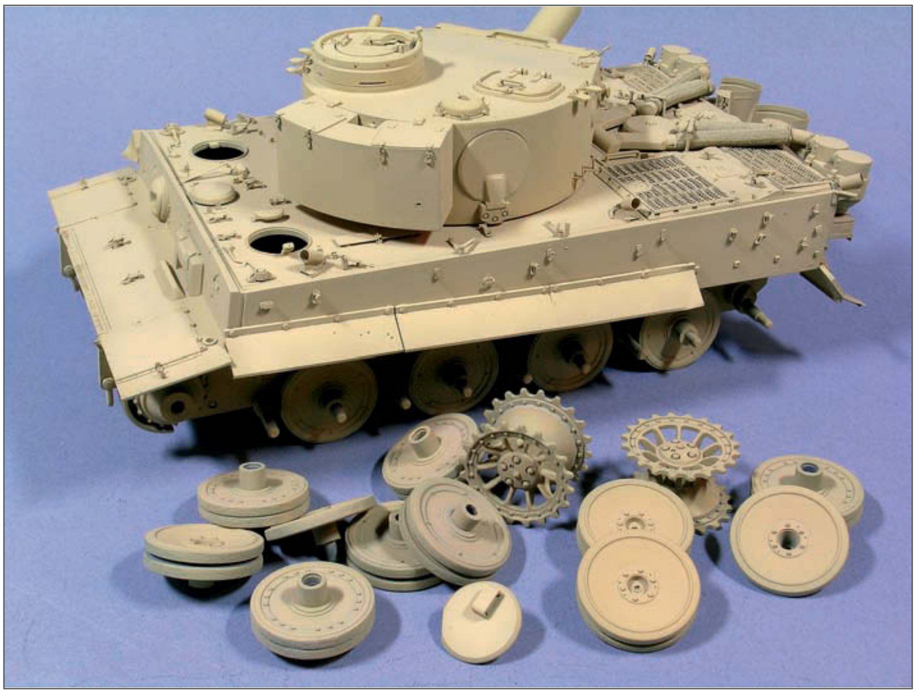
In terms of the colors present, we cannot have a heavy loss of lighting; Color fading as created by sunlight and other weathering agents needs time, and besides we need certain harmony between these elements and a matching color scale with that of the surviving RAL paint chips of each individual color.

In terms of the general looks of the kit itself, we had to break with the excessive symmetry that a "shoe box" like the Tiger offers to the hobbyist. If we work on it, we can display a number of items and effects to help us in this mission. Take for instance the right side of this reference picture and you will see that there is nothing remarkable other than the harm on the first set of fenders. On the left side we see the total loss of the last side fender, together with the loss of the outermost wheel. This tells us of a previous accident that will help us tell both sides apart. Pretty much the same goes for the left side where we see some bullet impacts, the cable for the track assembly hanging in a disorderly fashion...

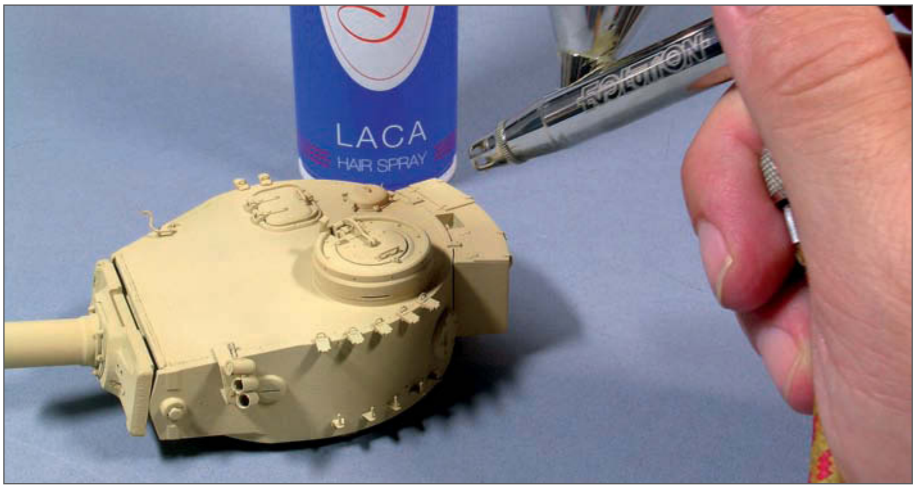
On the other hand, in the turret, the right side is where the impacts are to be found, rusty spare track links look as if these have been previously used or rescued from another vehicle, the mooring for the mine launcher is lost because of a hit... On the other side however we can see all the spare track links with the original camouflage colors, the mine launcher is complete and it seems to be in proper working order, there's one with an empty



Application of 1200 Gunze's Mr. Surfacer priming.



In order to get the color for the base coat, we mix XF-59, XF-15 and XF-2. It is slightly lighter than what we actually need, but it is adequate for the color that we need to see under the paint chips of the first painting phase.

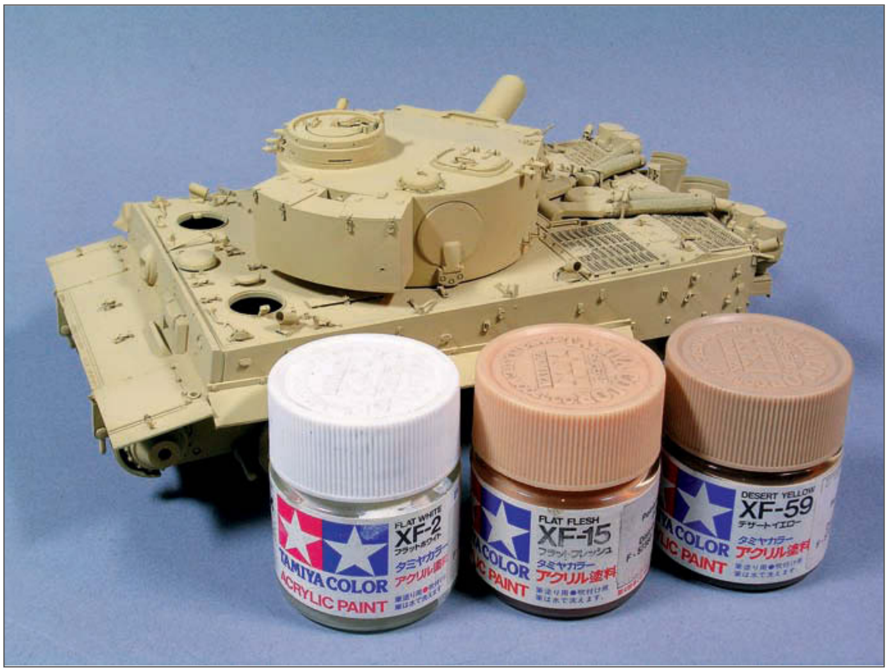


Application of a coat of hairspray needed for doing some effects later on.

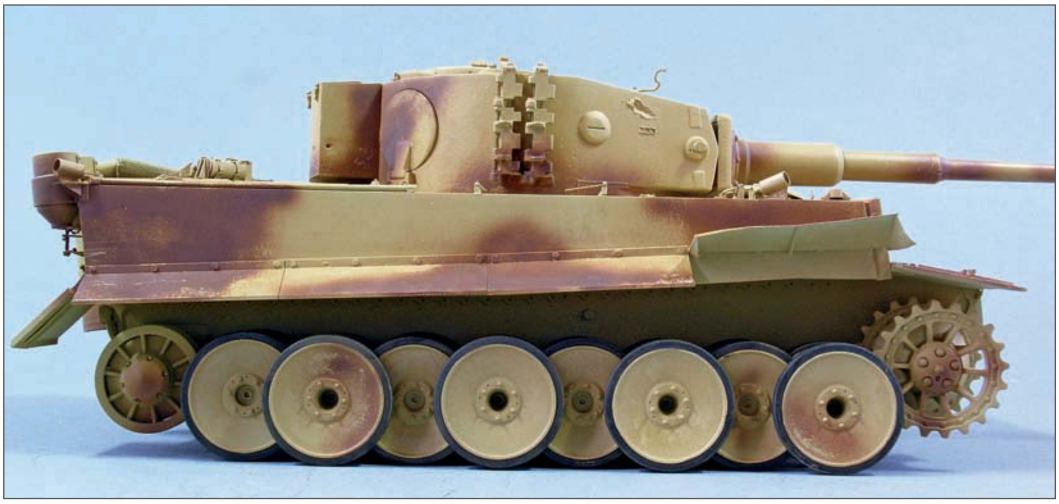
load, another one ready to fire and yet another one with its lid on.

On the roof of the combat chamber there is a hatch slightly opened just like in the picture, while the other one is fully shut. There is a tow cable in its original mooring position, while on the other side there is no cable whatsoever, the ramrods on one side are perfectly arranged, while the ramrods on the other side are not. The jack and the block of wood for support are left carelessly on the right side breaking the symmetry in the rear and visually enhancing the area in disrepair on the left side of the tracks.

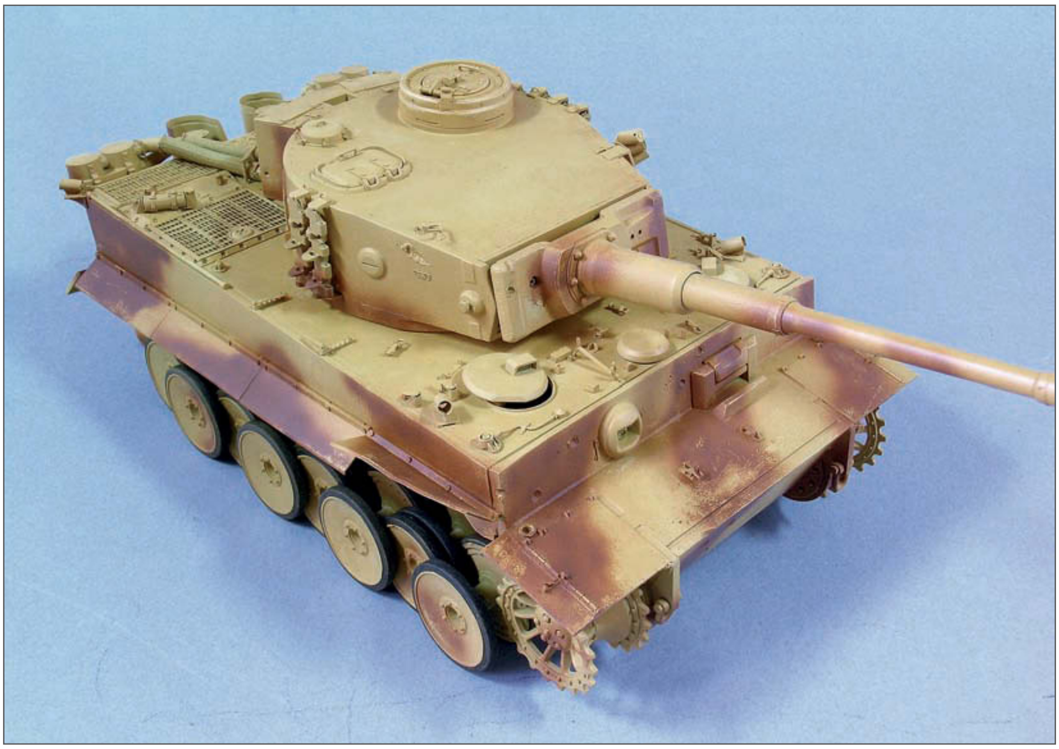
By mixing these ingredients together I brewed up this "stew".



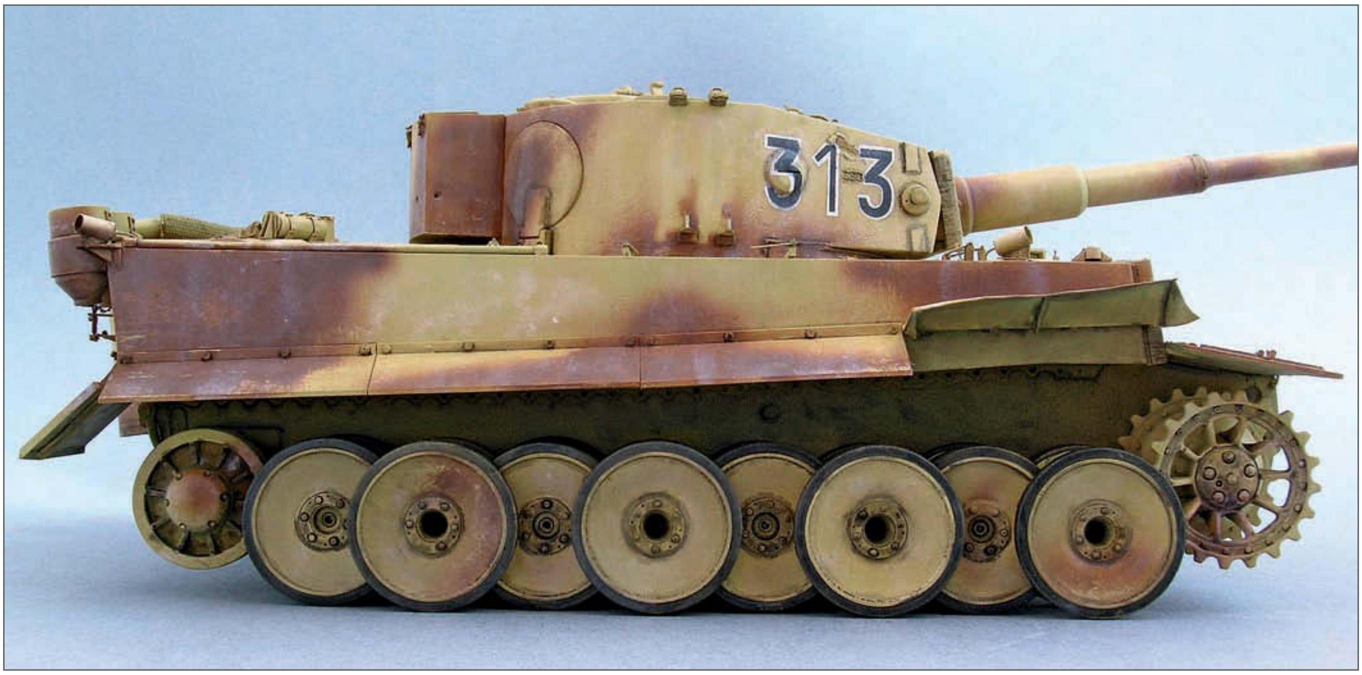
A new but darker base paint coat application obtained by mixing XF-59 and XF-15, almost matching the actual RAL 8020 reference.



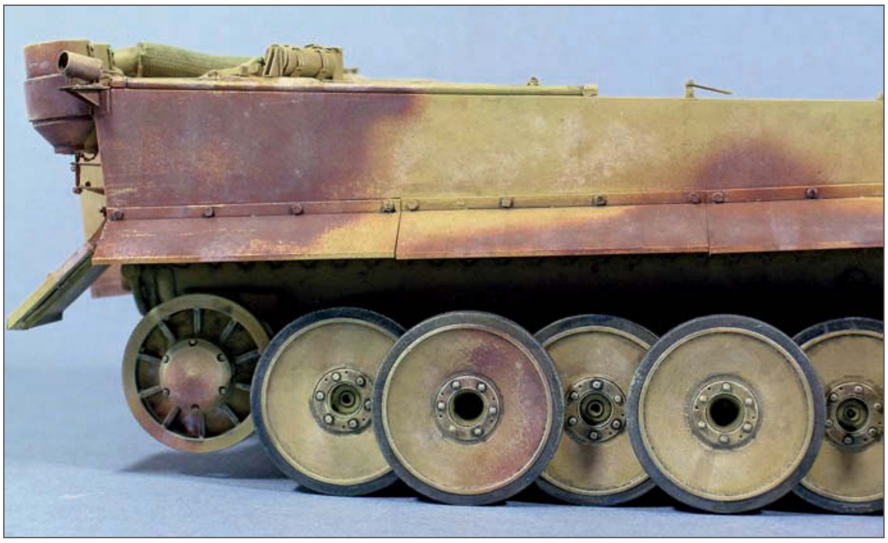
Once more we apply a coat of hairspray and then we airbrush the XF-64 camouflage spots.

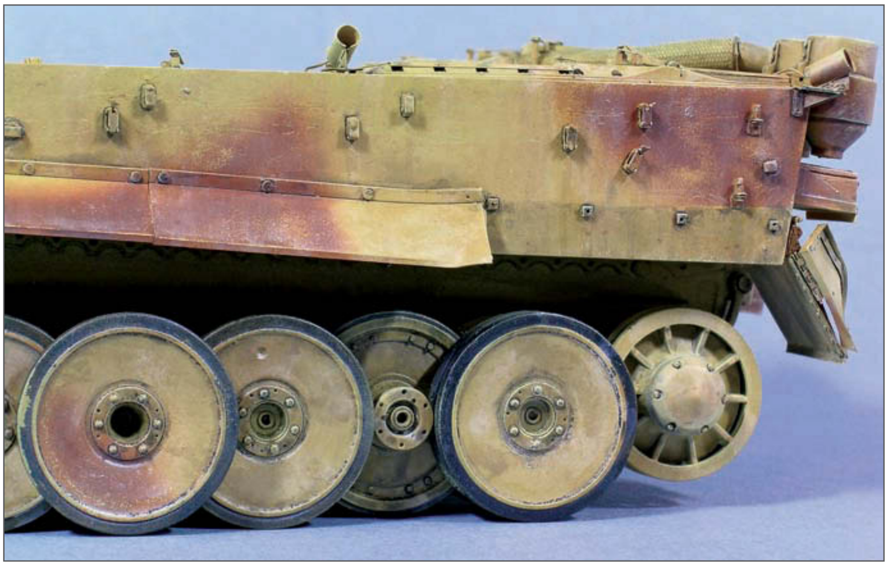


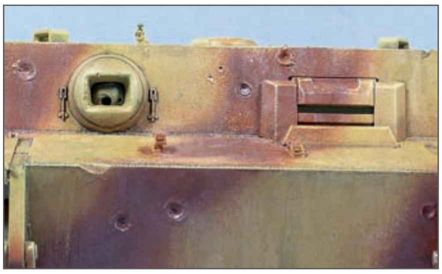
In order to obtain paint chips of both the brown and yellow surfaces we soak the areas where we want these chips and then we scrub the area with a brush or scratch it with a toothpick depending on the effects desired.



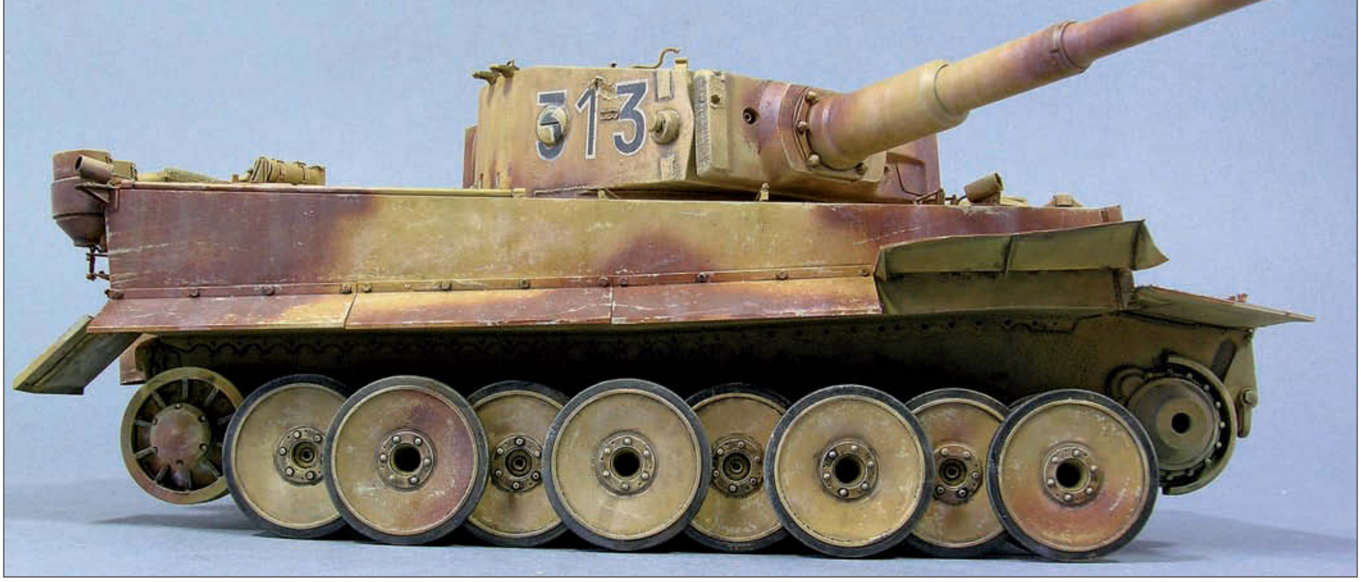
The next step taken was doing a light white oil paint filter to reduce the intensity on these colors and get a base for the areas with dirt. Then, using black oil paint, we do a wash on all the nooks and crannies, and we finish the work on this phase with a little dry brushing on the ridges of the kit. The color employed for this is Beige 917 (MC).



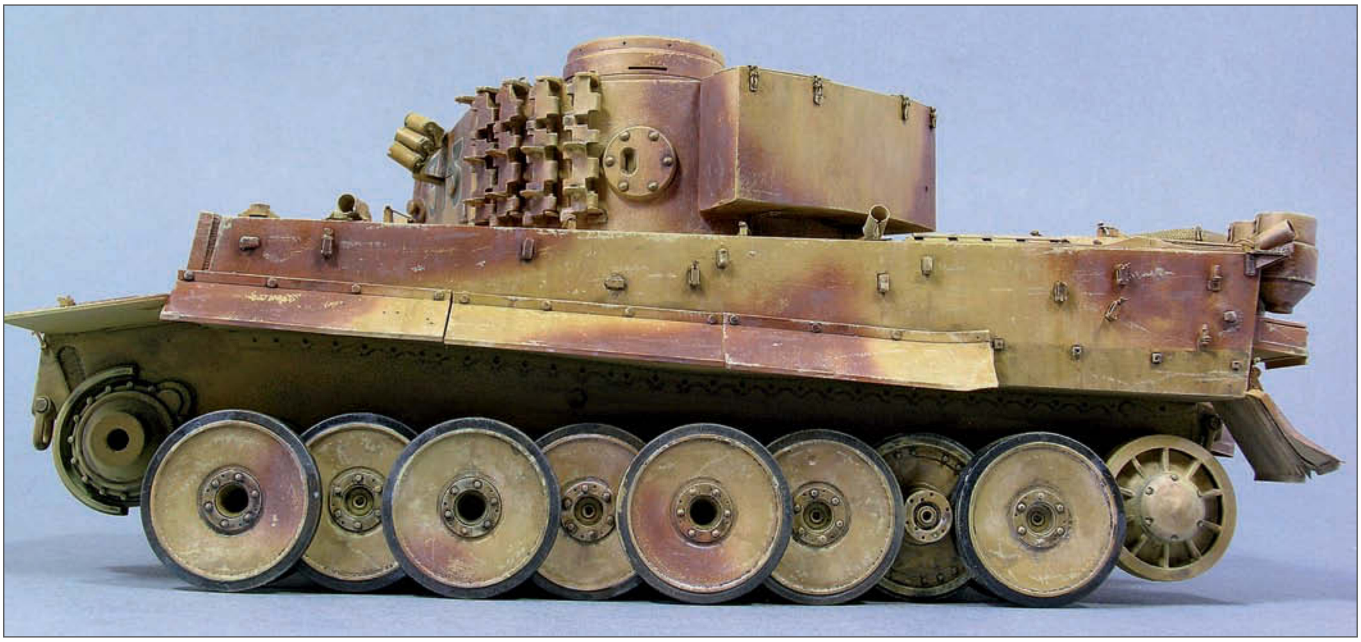




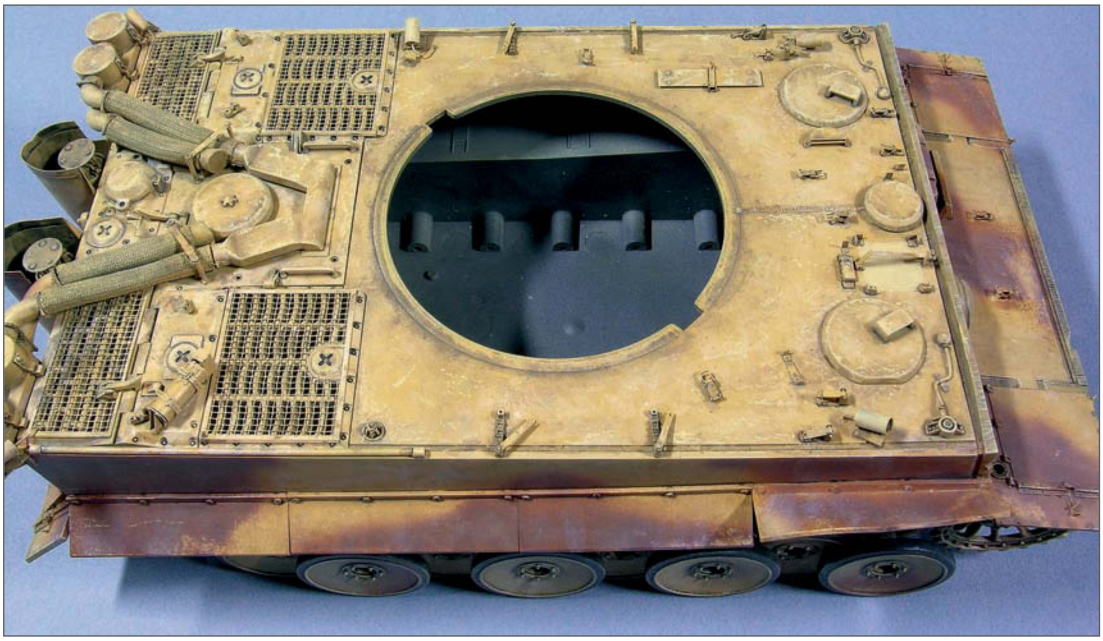
Using Vallejo's MC 872 Chocolate Brown and Dark Mud 316 (PAC)we do some random stains and dirt streaks on all sides. It is crucial to work with heavily diluted paint and a not too loaded paintbrush.



As an accessory to the previous step, with Beige 917 (MC) we do some light spots; again paint should be well diluted and the paintbrush should never be too loaded.

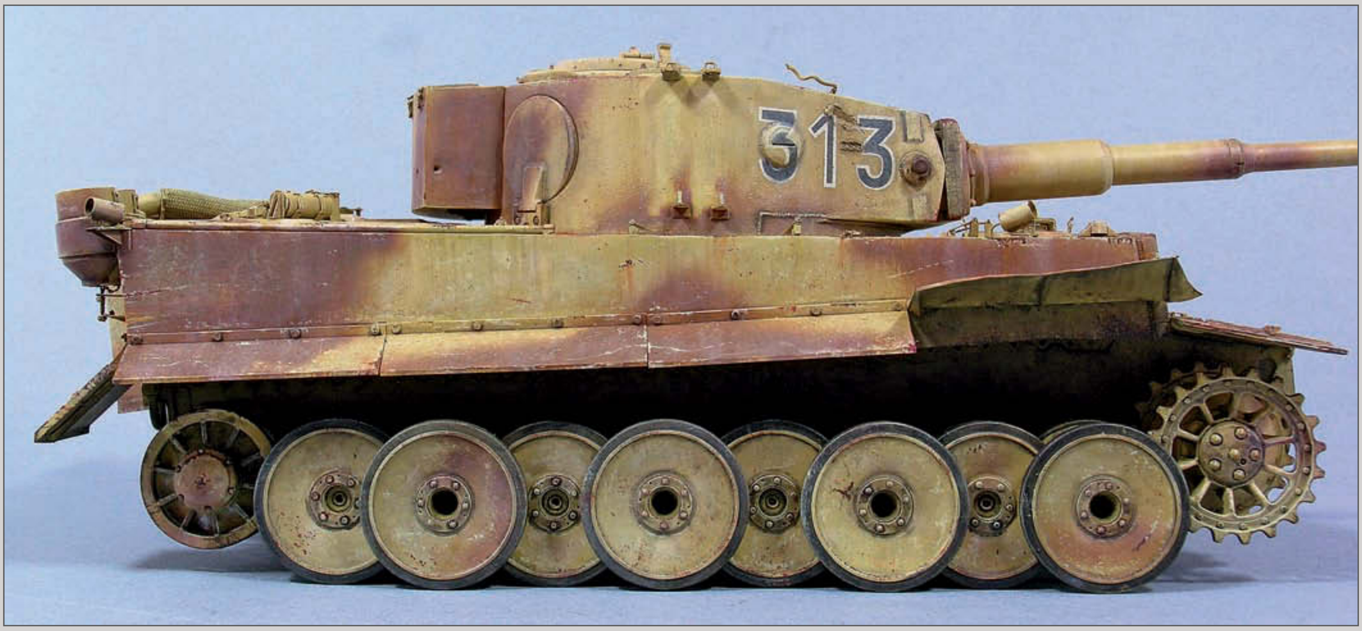


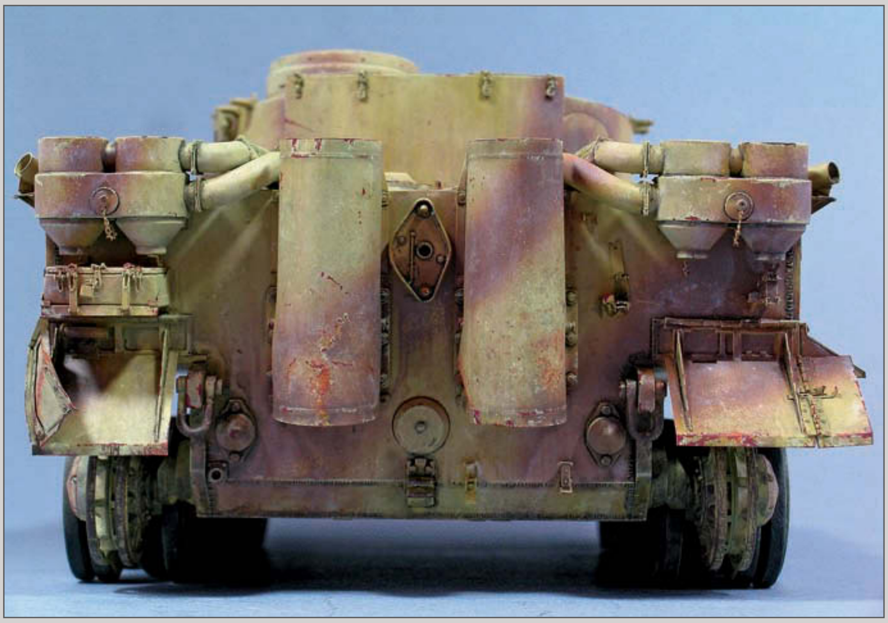
Using the same color but applying less diluted paint we draw some paint chips, scratches and bangs which have "cleansed" dirt revealing underneath the original clean (and lighter color).

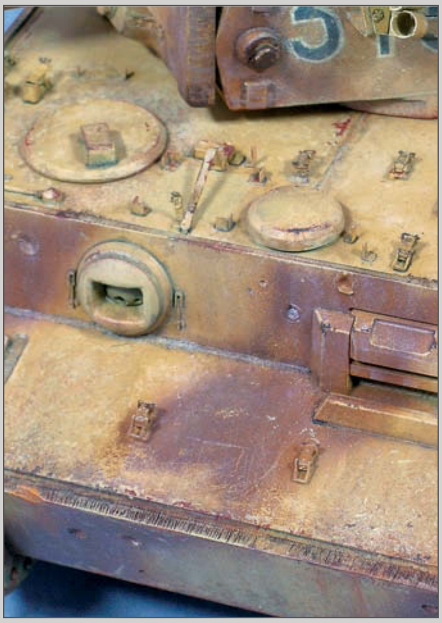


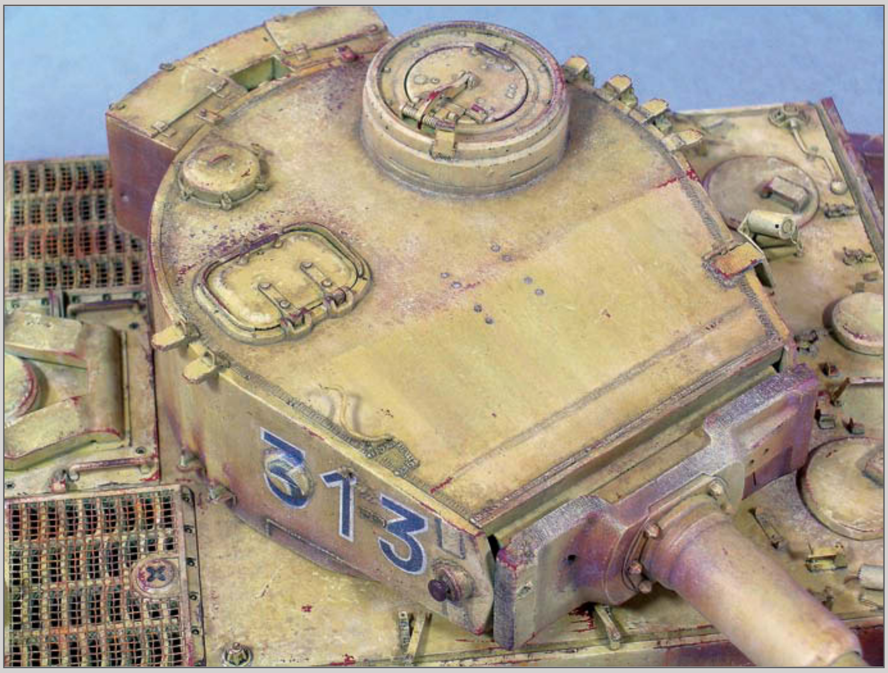
This process is especially evident on the flat areas, prone to accumulating more dirt and sand, which added to the continuous activity of crews can batter up these areas considerably.

CHIPPING

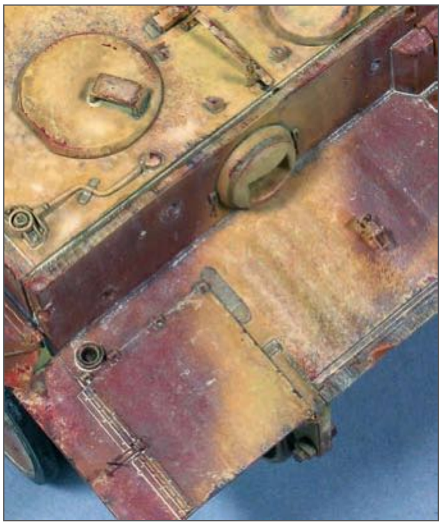


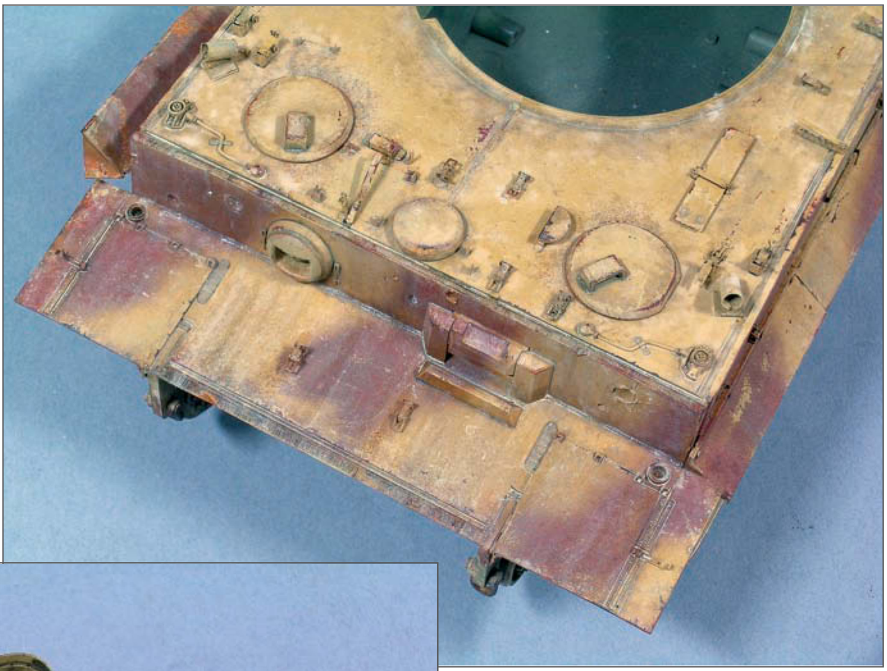


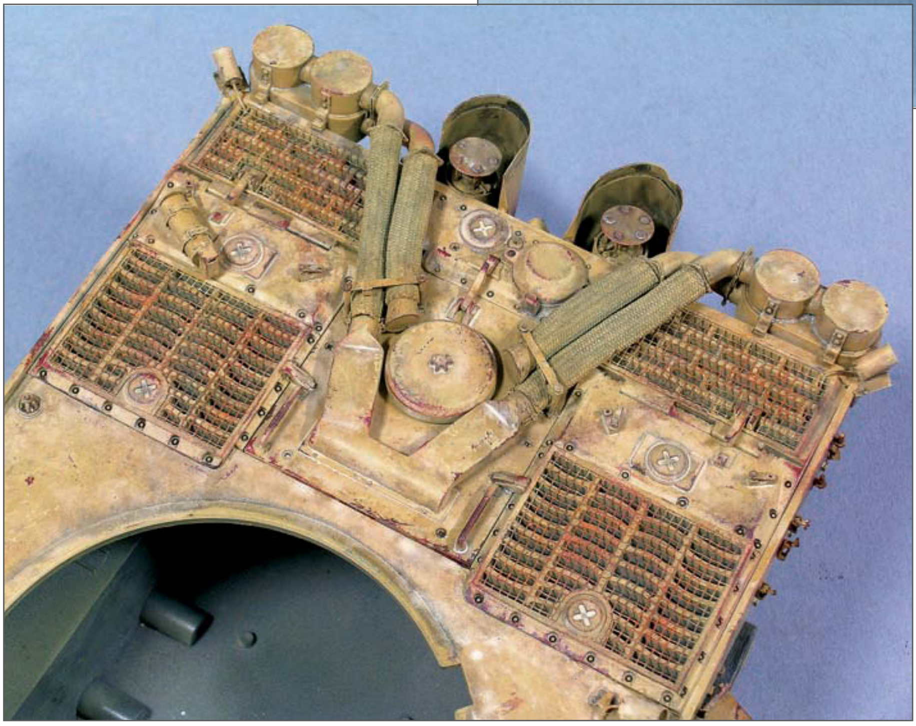




Darker paint chips are once again painted with V.A. Recent chips revealing the red priming paint underneath are tackled with Red Tail L. German 307 (PA) .
In order to do the older paint chips (these are made randomly) Dark Rust 302 (PAC) and German C. Black Brown 822 (MC) are used here. These colors are applied in different ways depending on the effect that we want to portray. The techniques range from dry brush to using a sponge or a triple 6 paintbrush etc.

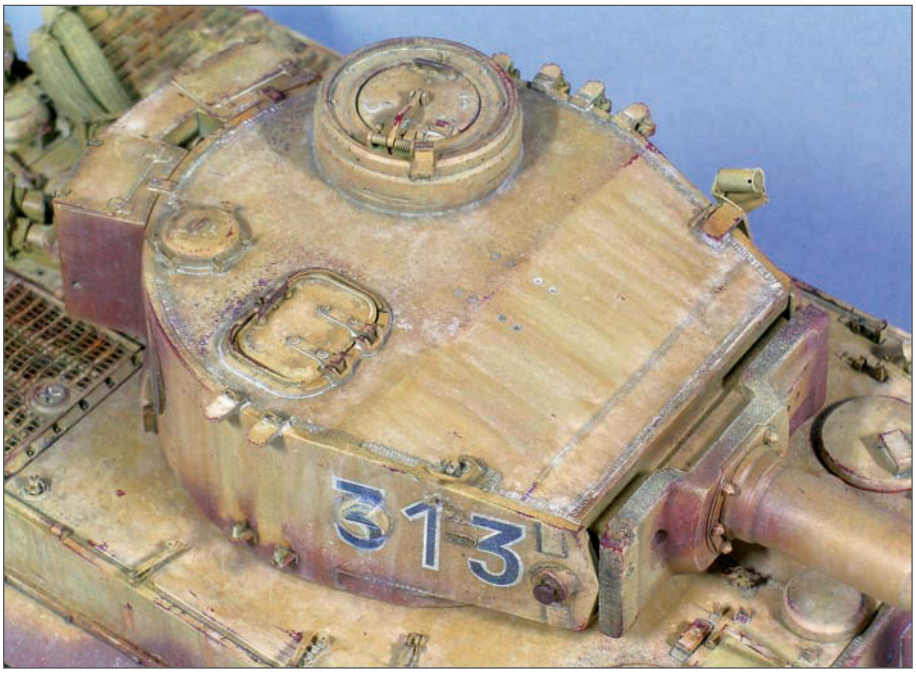


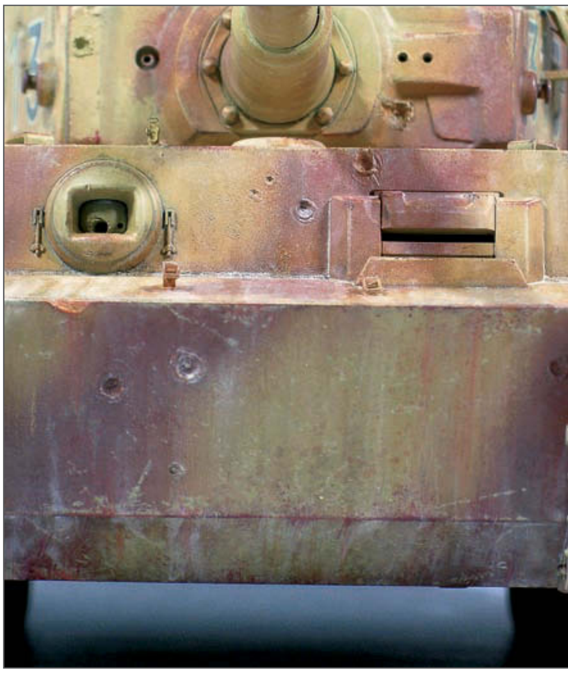


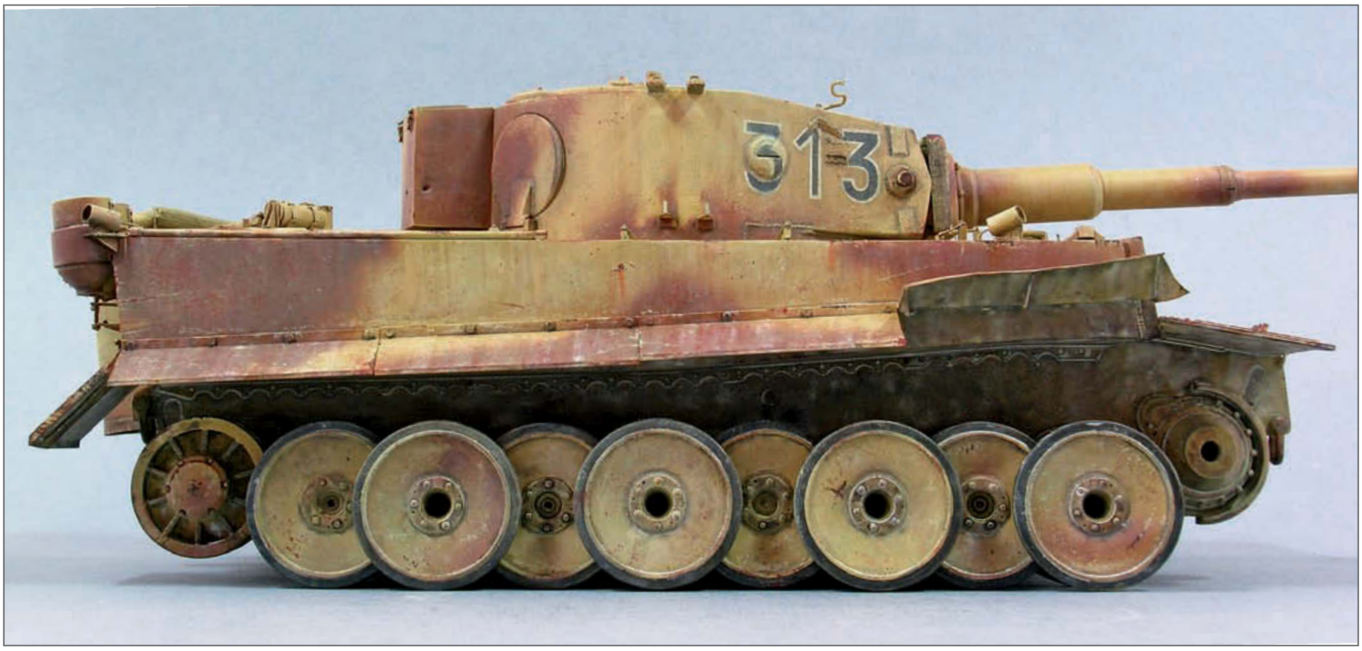


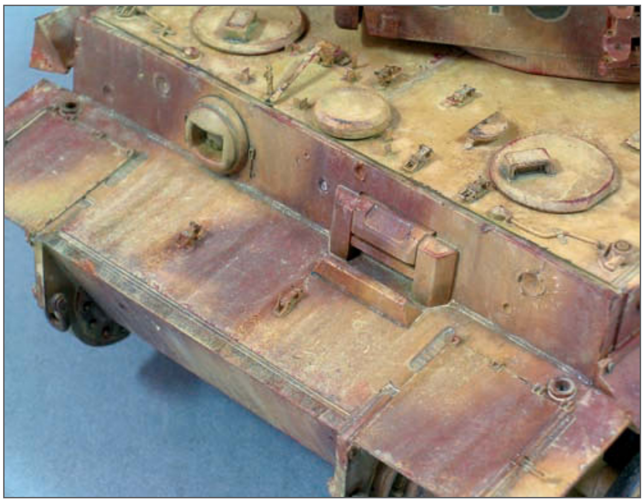
Titan oil paint Napoles Yellow (TITAN) applied in smooth paint veils does integrate paint chips nicely with the rest of the paintjob and it also create a realistic looking dirt effect.

This paint also works very well as a base to create rain streak marks on the vertical or sloped surfaces.

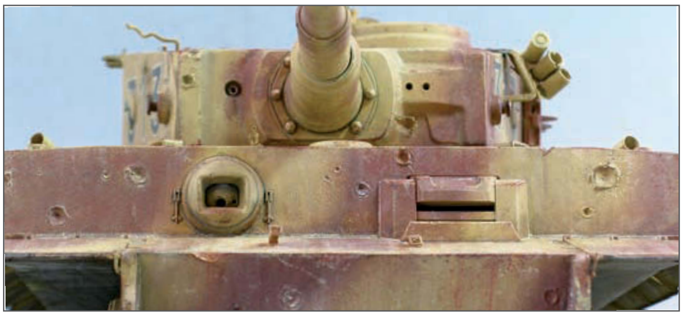


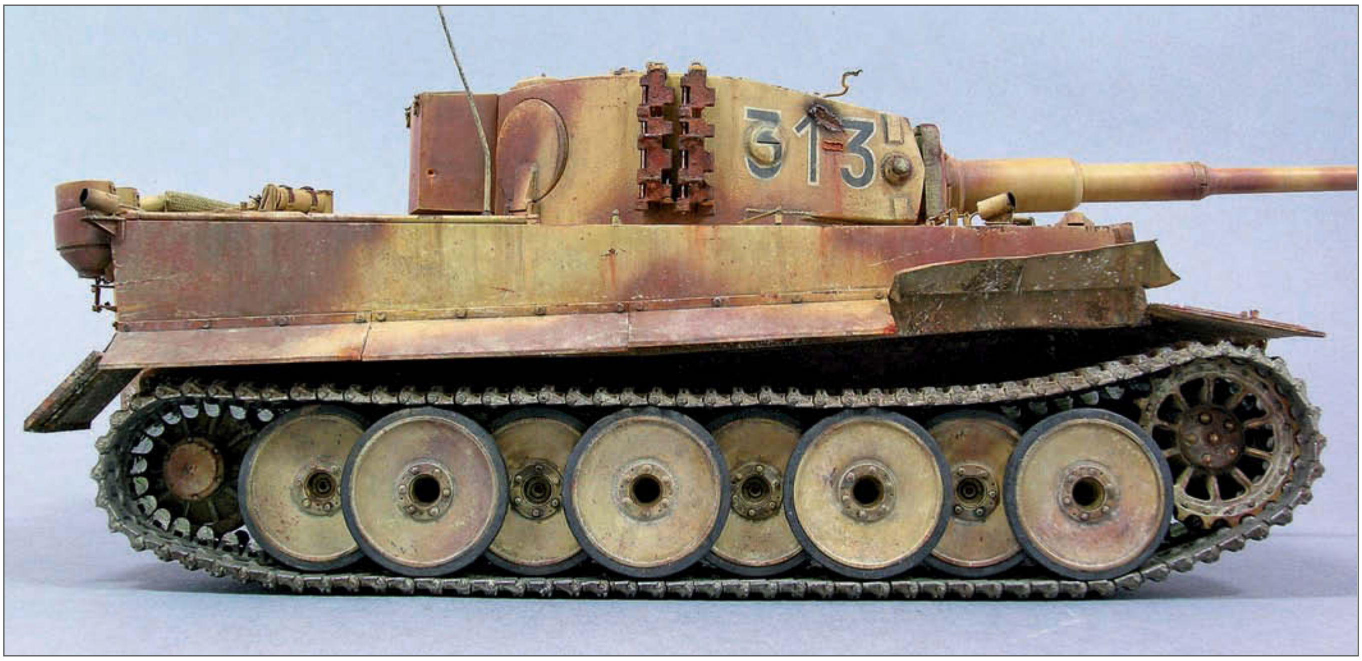




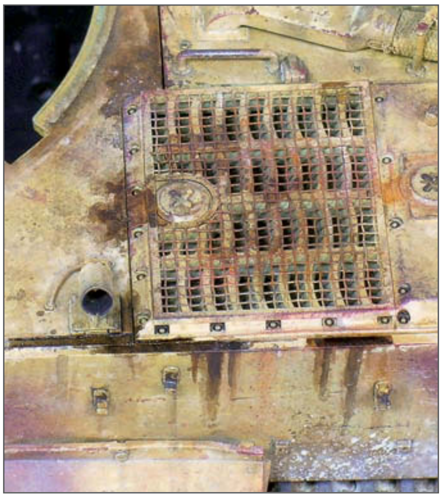
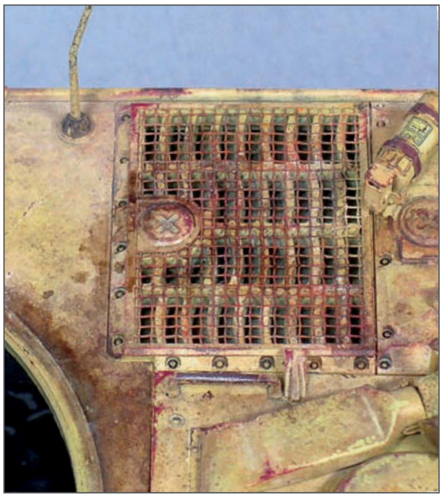
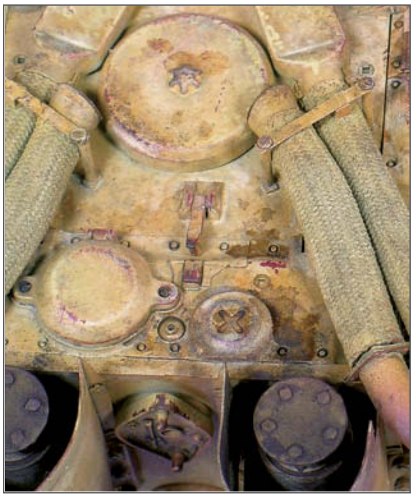


In order to get back on some areas the original Braun RAL 8020 color tone and add a little warmth, smoothing out the dirt effects we apply Titan's Yellow Ochre applied as a paint filter.

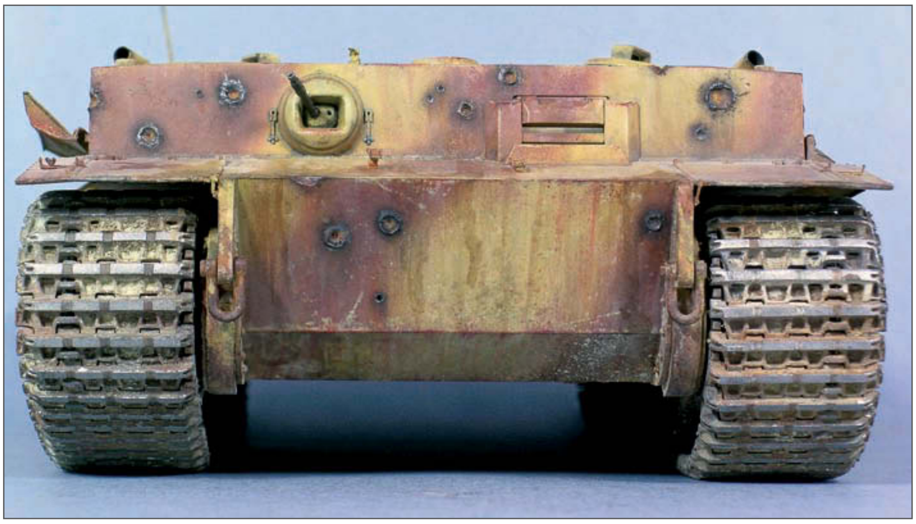




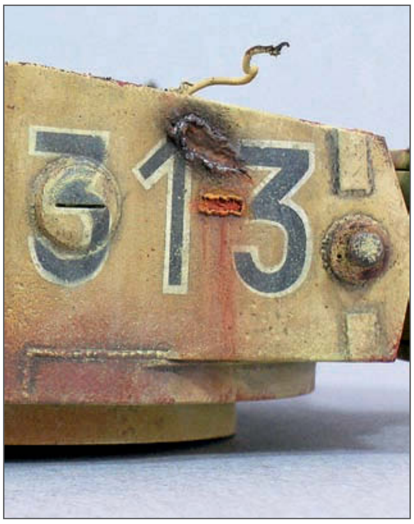
In order to put nuances on the kit -one area at a time- doing new stains, applying paint filters on some pieces or parts thereof, doing paint splashes, streaks, shades...Titan oil paints used are Sepia, Raw Umber and Burnt Umber. This is by far the most creative part of the paintwork and also the tougher one to explain.

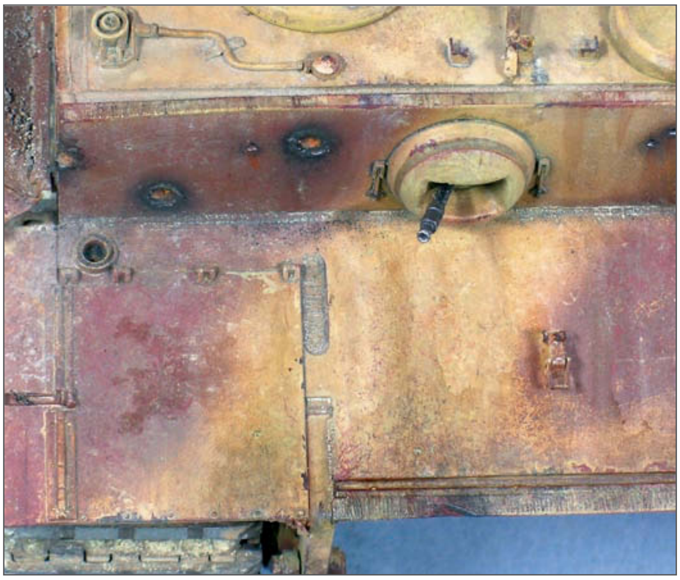
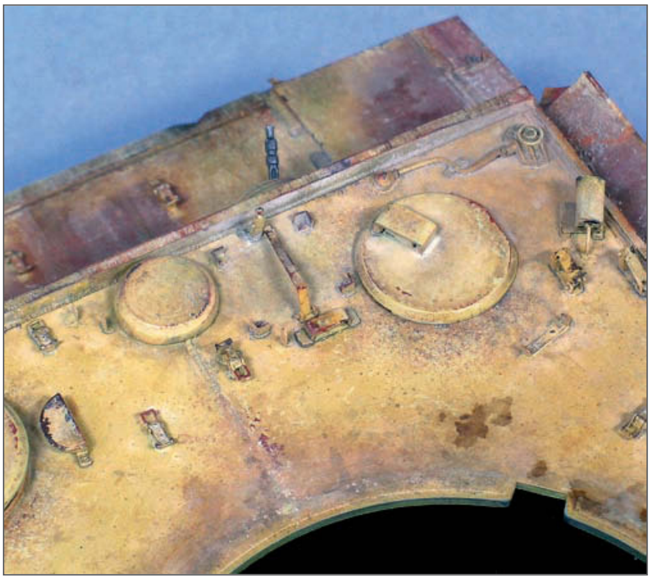
The final step of this phase is to paint the grease and fuel stains with a combination of Titan's Bitumen, Sepia and black. In this process it is crucial to play around and create a several stages of paint dilution in order to get results far from a too homogeneous look.



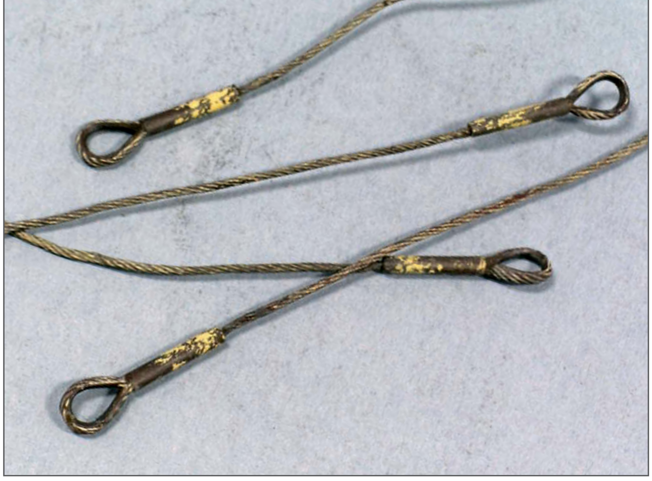
Damp spots are made with the AK products reference but it has been used quite diluted.



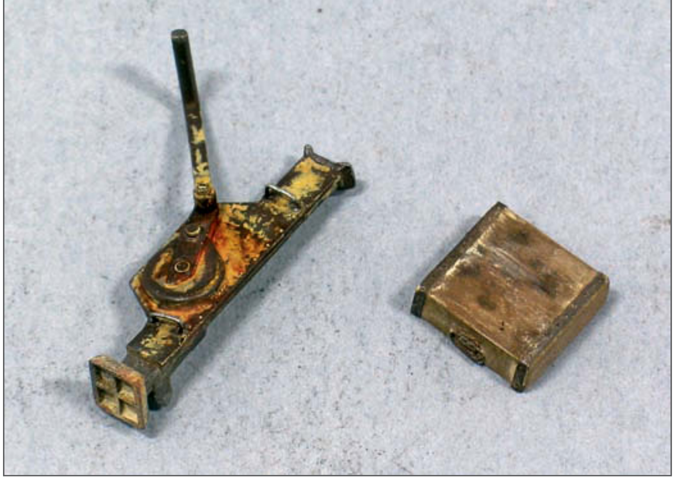
Rust streaks are also obtained with Titan's OXIDO PARDO TRANSPARENTE.

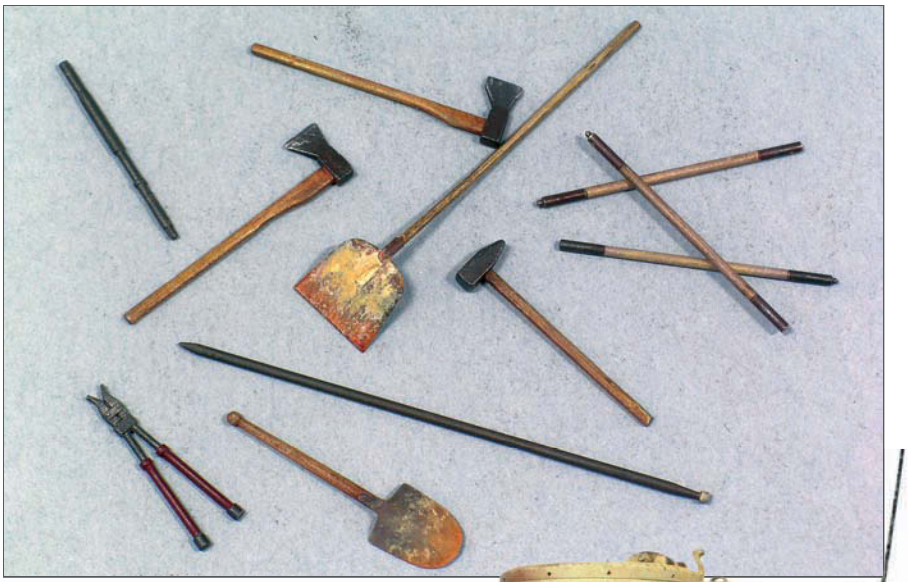
The final accumulations of dirt are recreated with MIG pigments. Pigments are later on fixed in place with thinner.



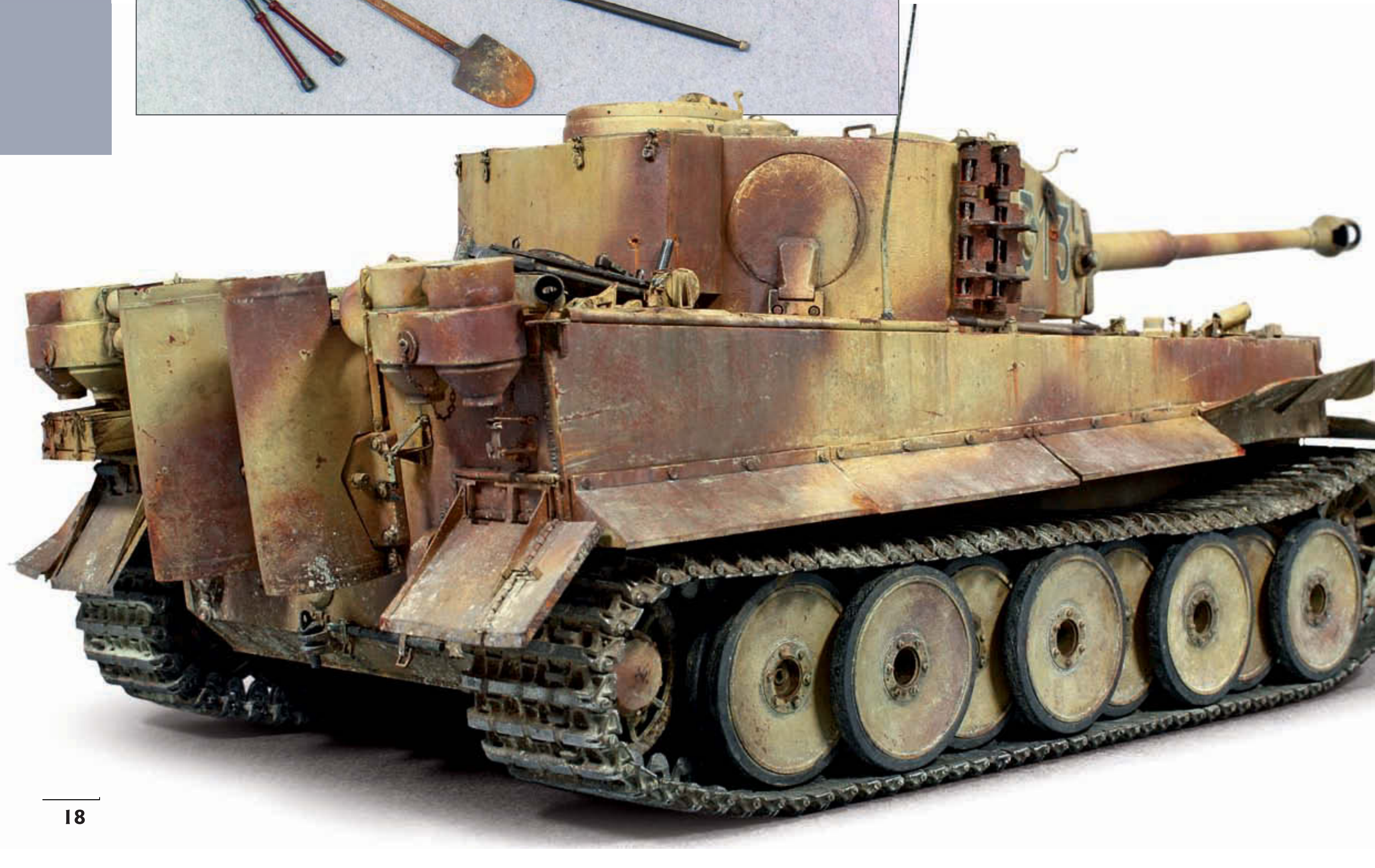
Tow cables are painted with German C. Black Brown 822 (MC). Dirt incrusted in the sunken areas is recreated with a pigment wash. Base color remains on the holes are made with a sponge and a paintbrush; the color employed is Highlight British Tkcr. 321 (PAC)



The jack is also painted in the same colors plus a little Bitumen and pigments to convey sand adhered to the area of the tool which usually touches the ground.
The wooden block is painted with Old Wood 310 (PAC) nuanced with oil paints and with sand colored pigments to recreate sand stuck to the surface texture.

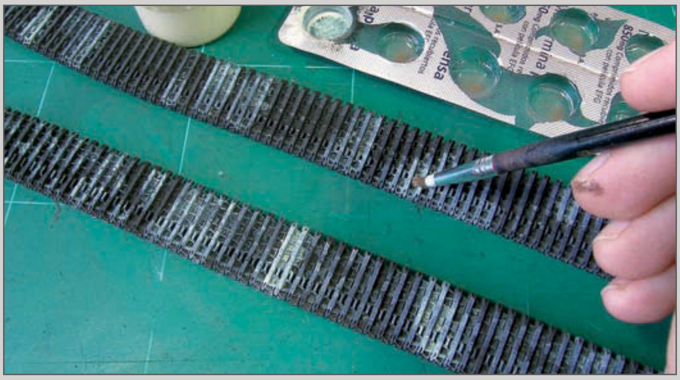


The handles of the tools are painted with Medium Grey 987, Medium Fleshtone 860, Cork Brown 843 (All MC) and treated later on with oil paints Pink Earth Transparent and Burnt Umber both Titan references; and some color pigments to convey frequent use. Metal parts were painted with Dark Rust 302 (PAC) and German C. Black Brown 822 (MC). Towards the end we apply graphite or pencil lead and even sometimes we can simply rub our finger and create a greasy spot “magically”.

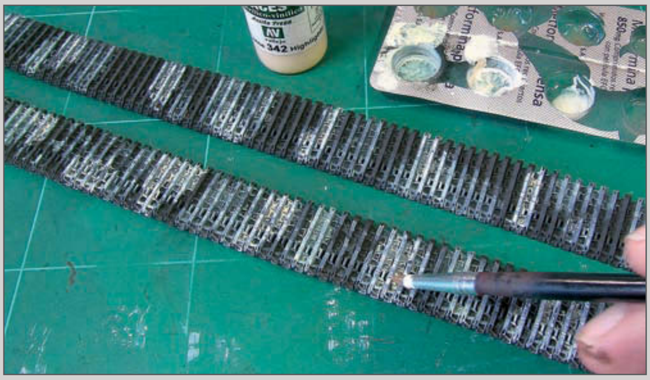


PAINTING THE TRACKS

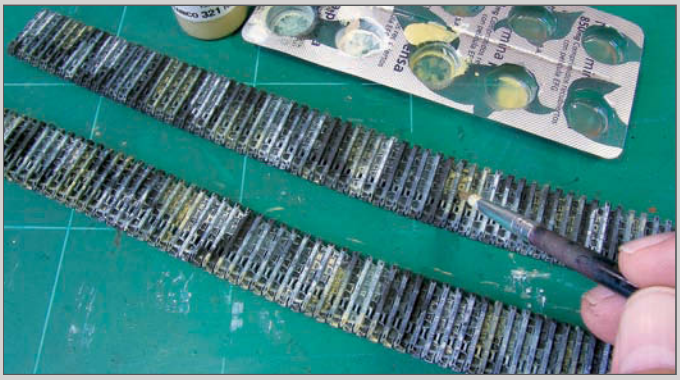
The tracks have been primed with MR. Surfacer 1200 and then painted with MC's 70822. Dirt and sand remains were conveyed by applying in this order but in a random fashion:



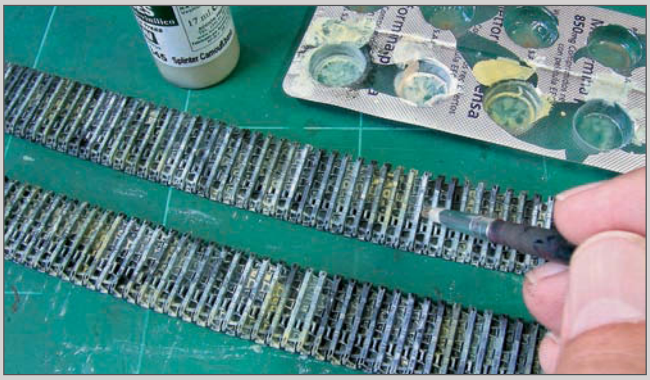
Sand B16 (Film Color, también de Acrylicos Vallejo)



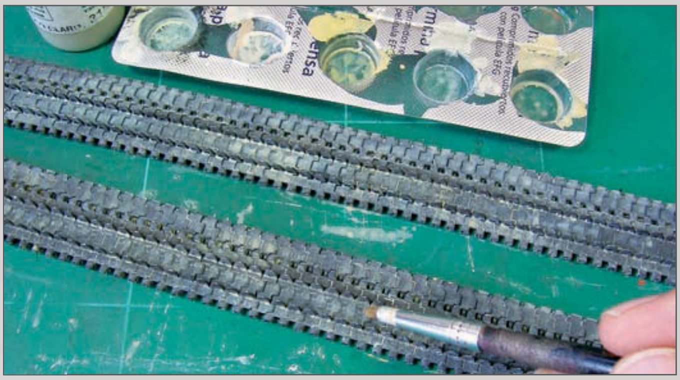
Highlight Flesh 342 (PAC)



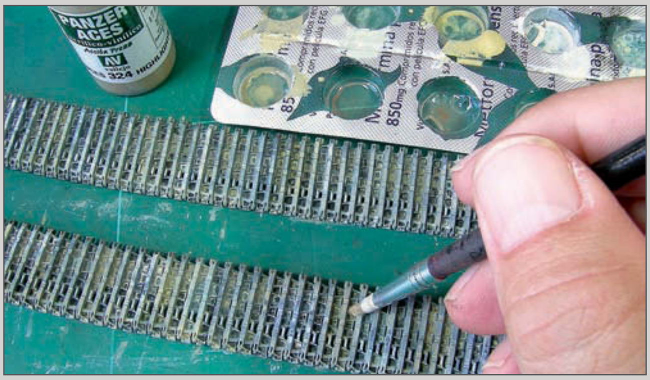
Highlight British Tkcr. 321 (PAC)



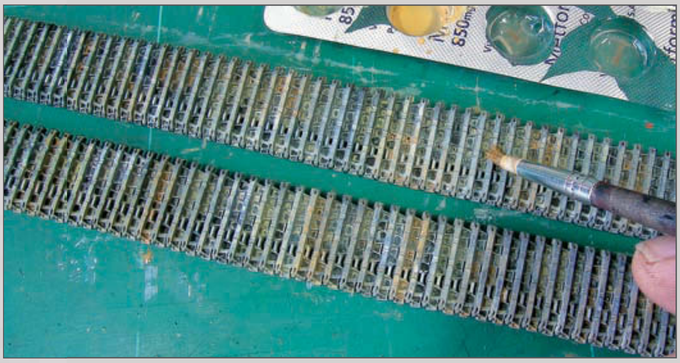
Splinter Cam. Base 345 (PAC)



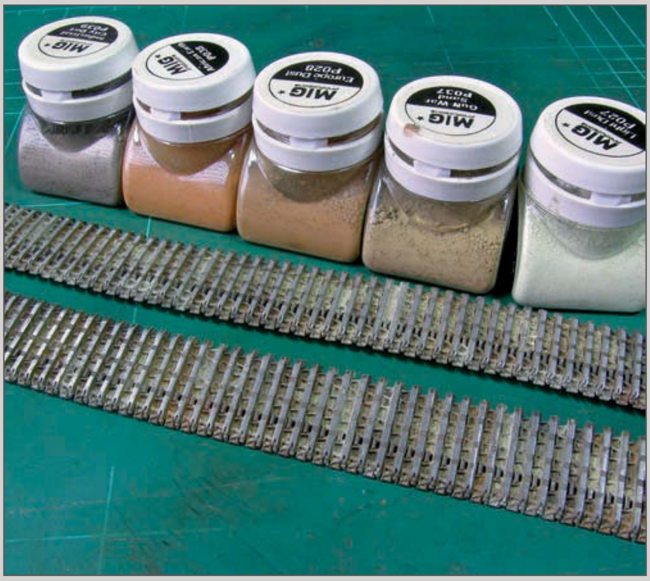
Light Mud 315 (PAC)



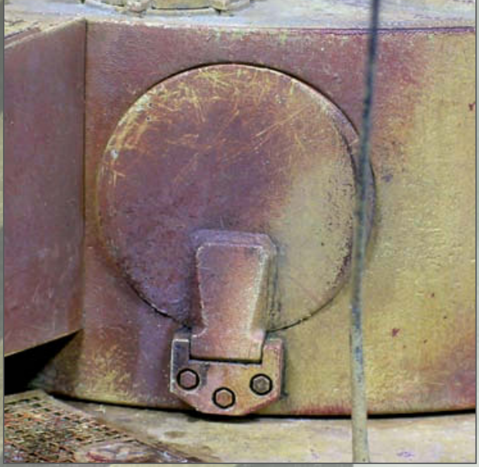
Highlight French Tkcr 324 (PAC)



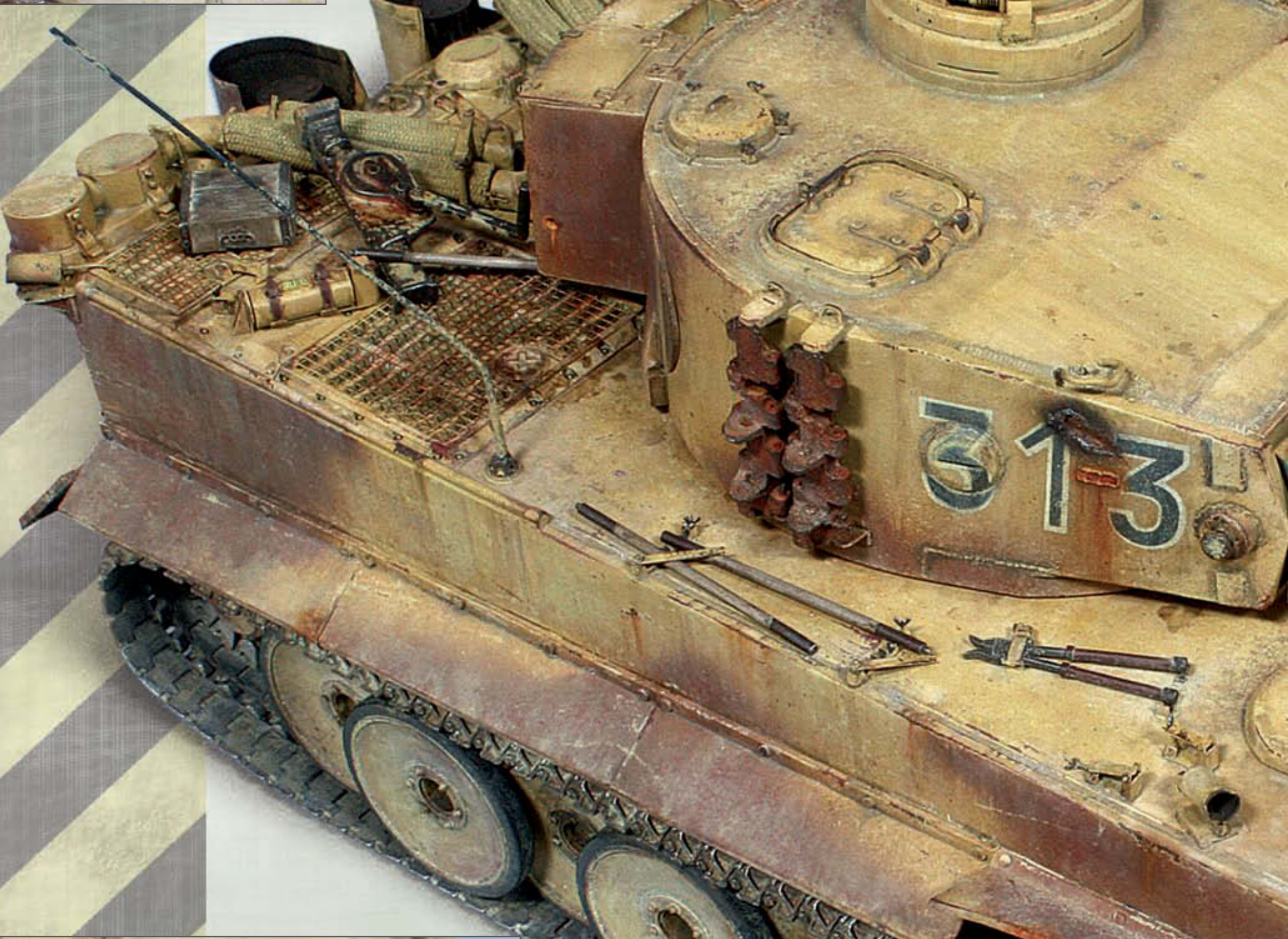
Brown Sand 876 (MC) y Dark Mud 316 (PAC)

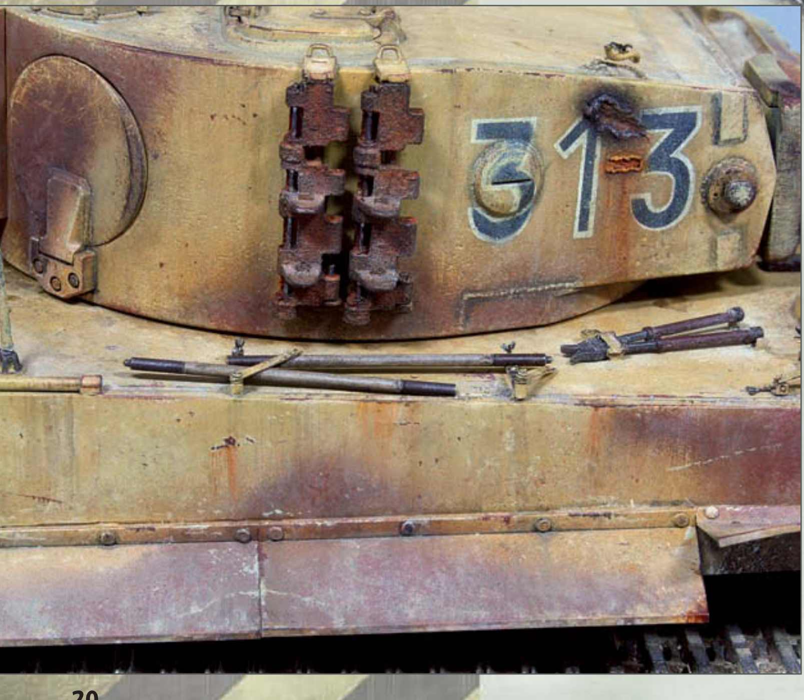


Then I repeated the process using P039 (Industrial city dust), P038 (African Earth), P028 (European Dust), P037 (Gulf War Sand) and P027 (Light Dust). Color pigments were then fixed in place with Humbrol thinner and then I sanded the tracks with sandpaper.

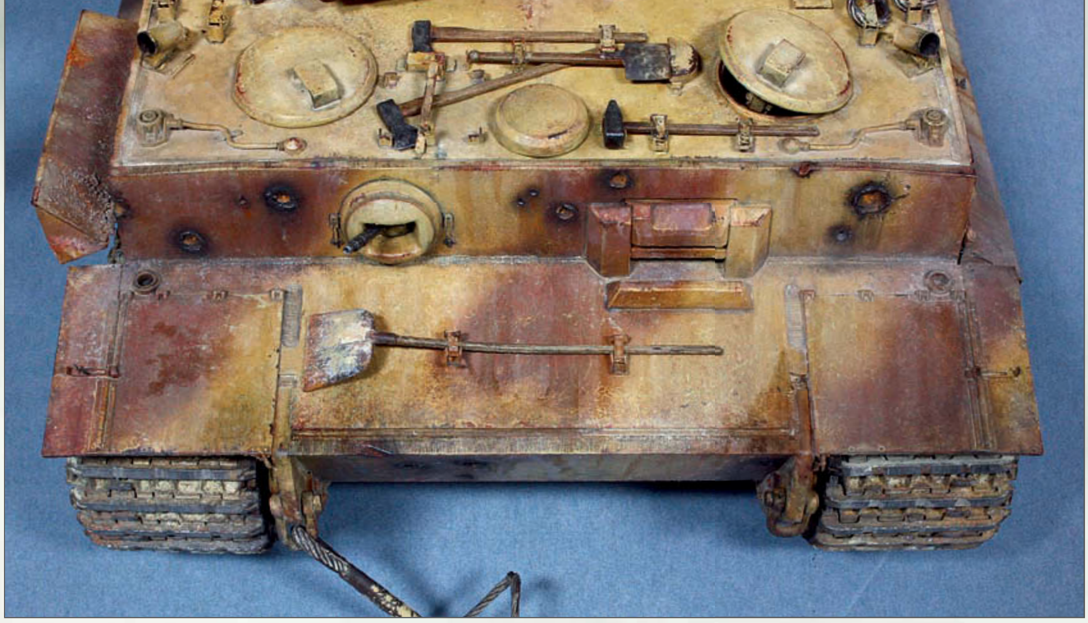


The escape hatch or porthole on the turret is pretty well worn around its edges, having employed the hairspray technique to convey this effect. Paint chips are only done in the hatch and not around it in order to establish in a visual way its original shape.

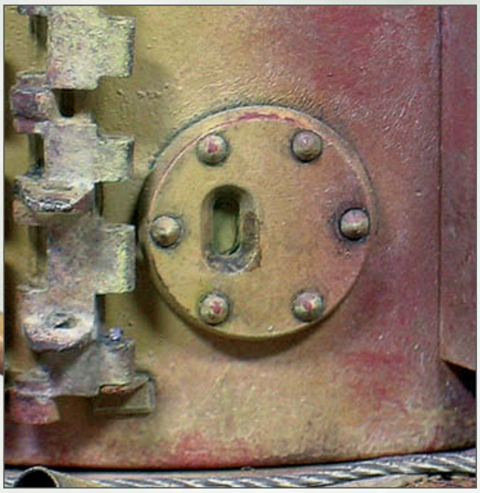


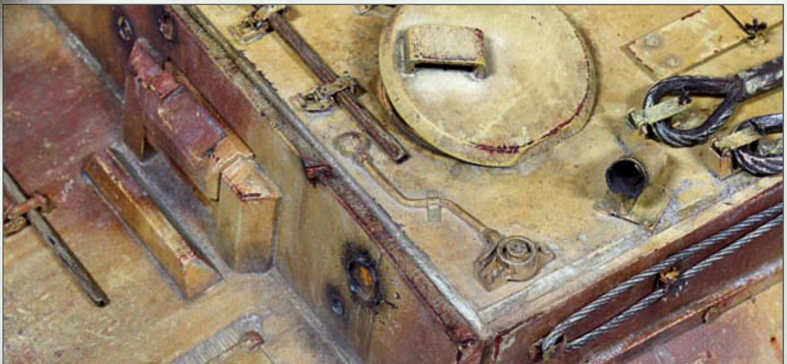


On the right side of the turret we can also find small and different shaped paint chips painted and executed thinking about the way these might have been originally made. Rusty track links give us more color variety adding a greater point of attraction. The spot where the missing mine launcher device was welded to, also gets a different rust treatment. After the impact, the electric wire has been left in this awkward position. The cleansing ramrods arranged in a disorderly fashion also help on the whole concept of chaos on this side. Paint filters also help us visualize the rugged texture of the vehicle's armoring.

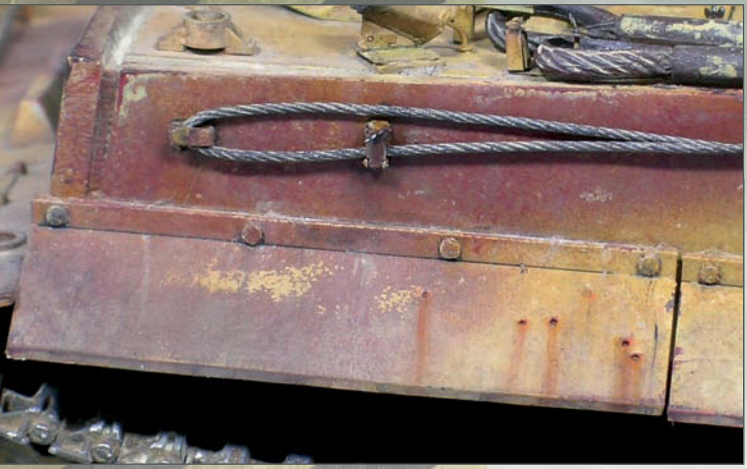


The sloped area is the place where you can find the greatest range of scratches, paint chips and dirt stains. This is due to the fact that this is the area where it is easier to tread, and therefore it is well trodden by crews.

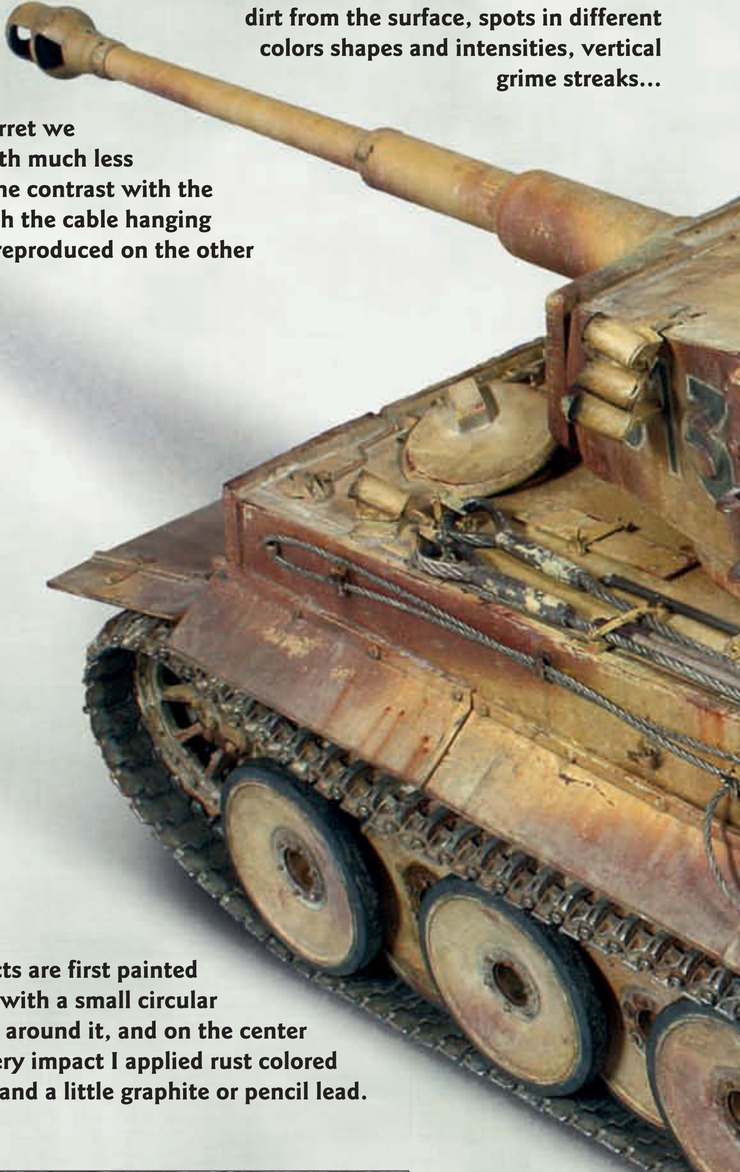




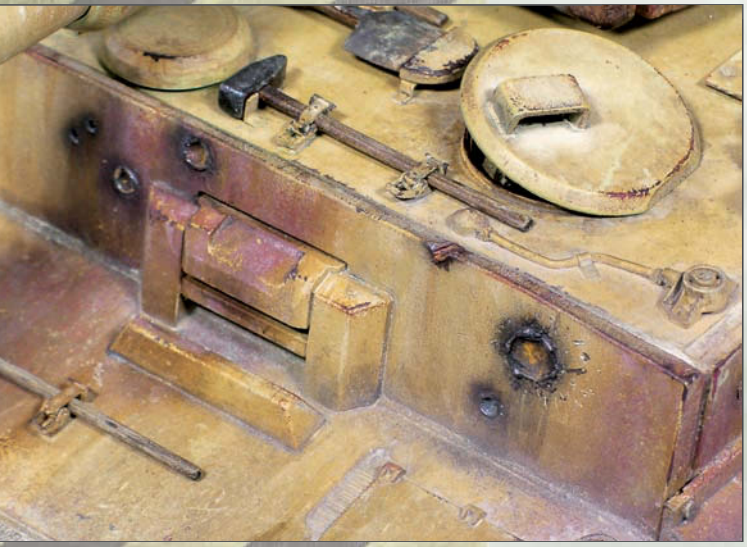
The insertion slot for the Bosch headlights is visible in this picture and so are dirt and paint chips typical of the hatch area. We can also see the logical accumulation of dirt in the roof on the water channeling structures.

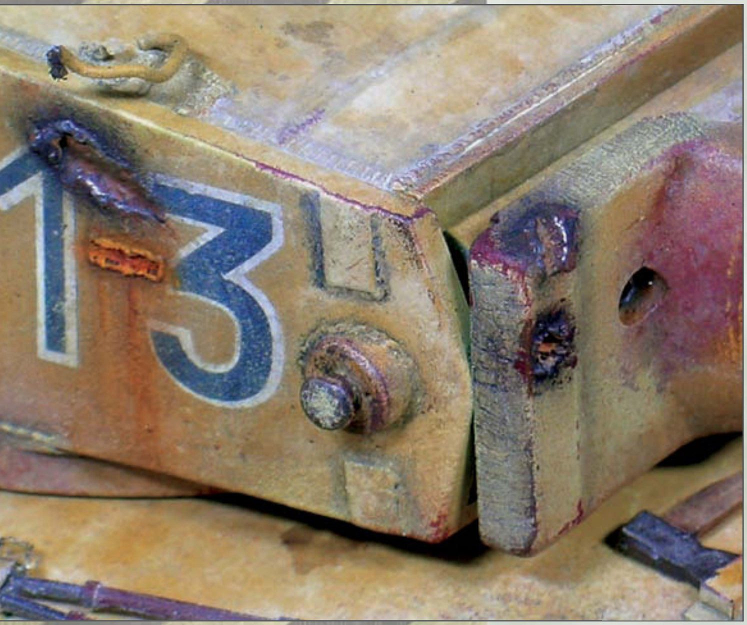


Bullet impacts on the fenders can be enhanced with a rust trail. In this picture we can see many different effects: hand stains on the covers, reddish brown paint chips, deeper scratches that allow you to see the red priming paint underneath, superficial paint scratches that have only removed dirt from the surface, spots in different colors shapes and intensities, vertical grime streaks...

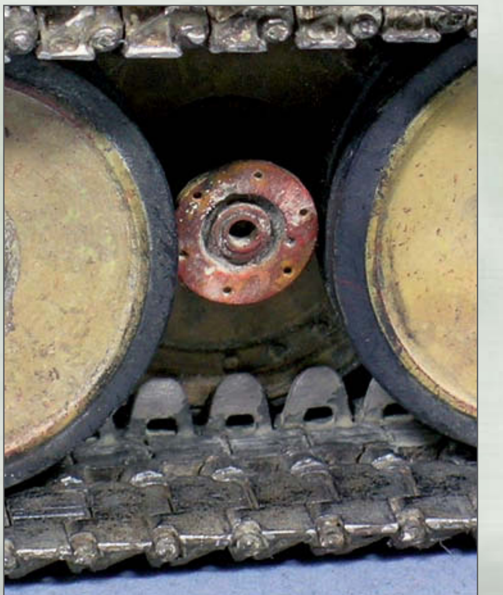


Right by the left side of the turret we can see everything in place with much less wear, which will help us get the contrast with the disorderly aspect provided with the cable hanging around, and the other effects reproduced on the other side of the hull.

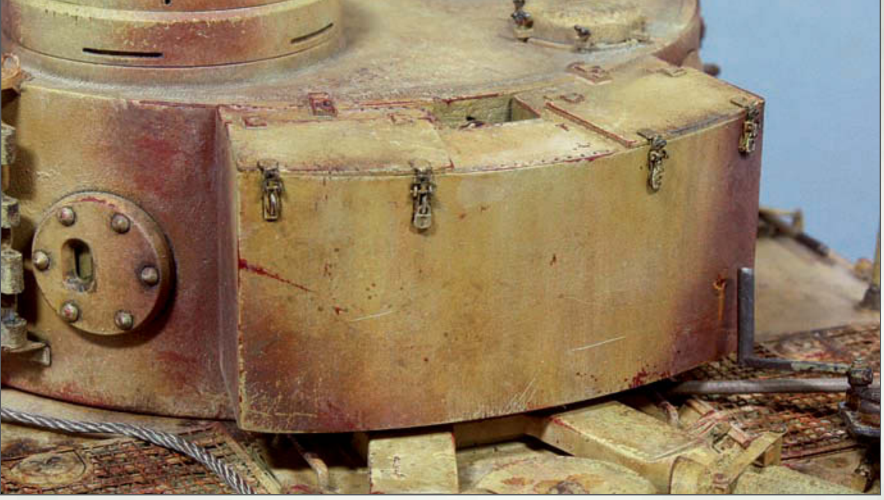


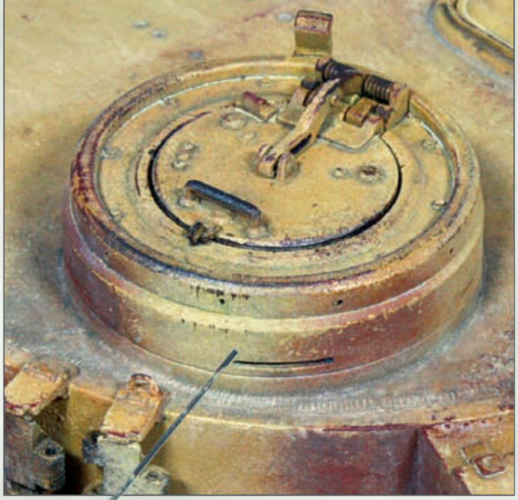


Impacts are first painted black with a small circular shape around it, and on the center of every impact I applied rust colored paint and a little graphite or pencil lead.

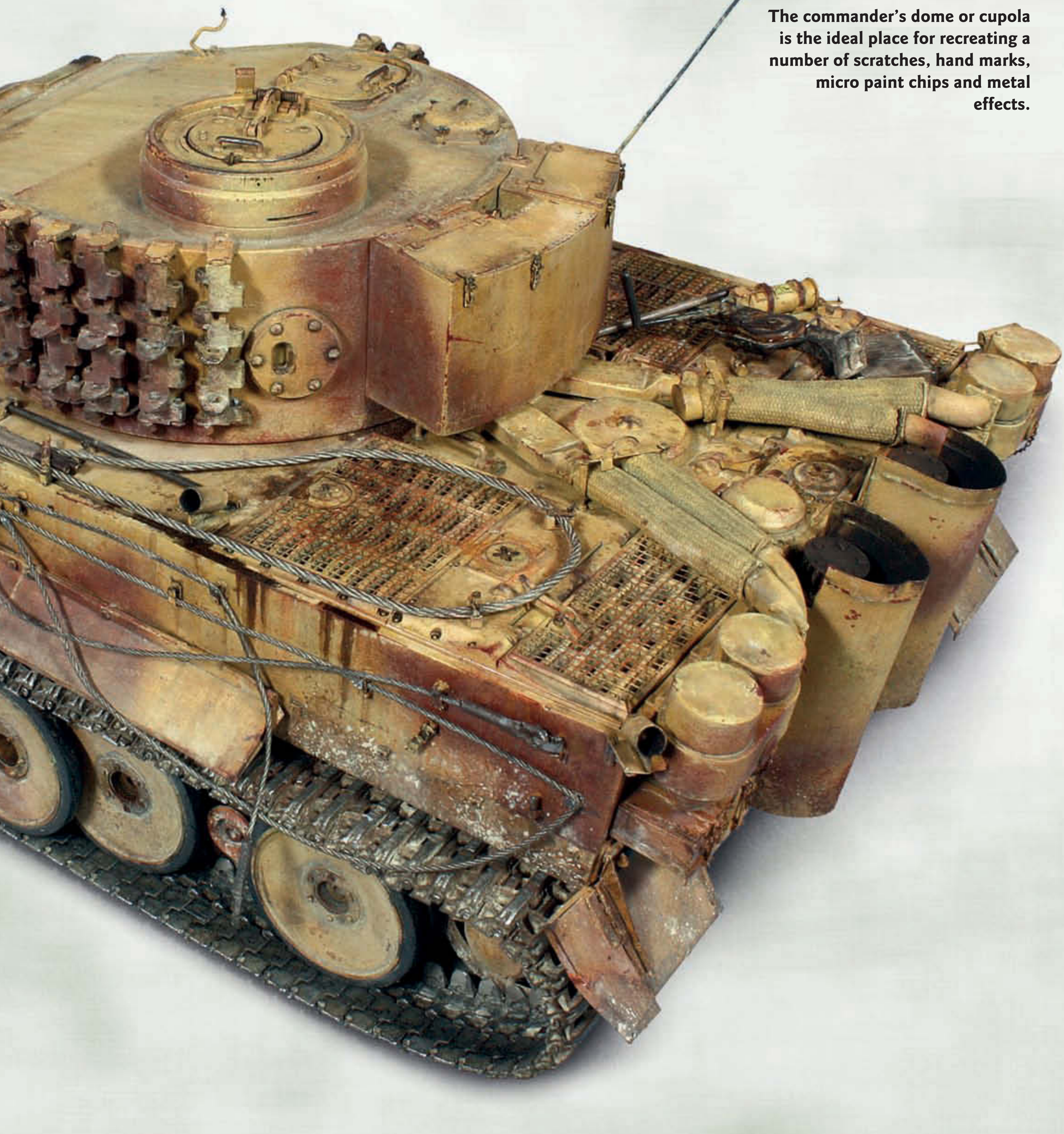


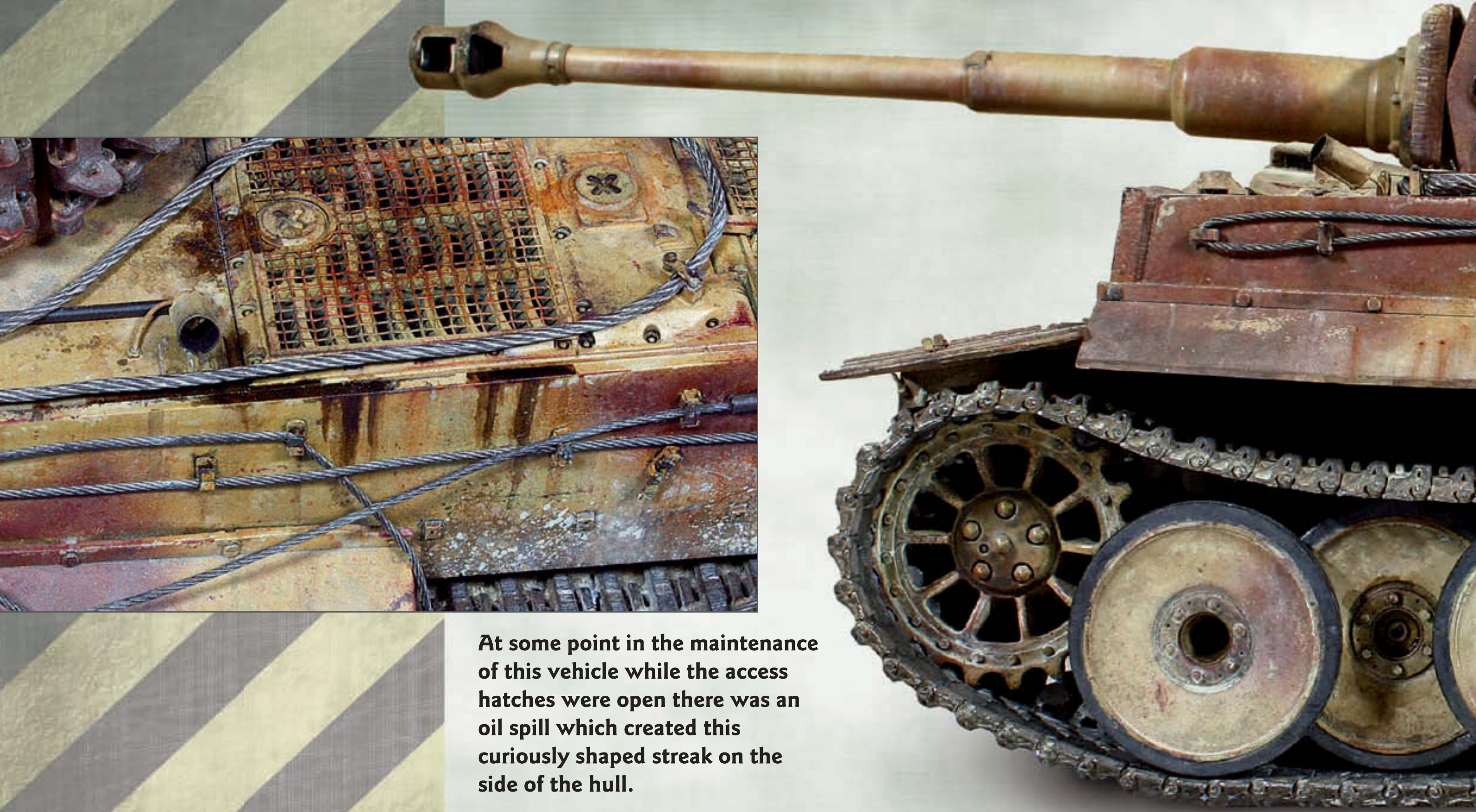
The end of the hub –the place where the outer wheel was screwed on to- has been painted with rust colors and given a coat of dust with light colored pigments that offer some color contrast.



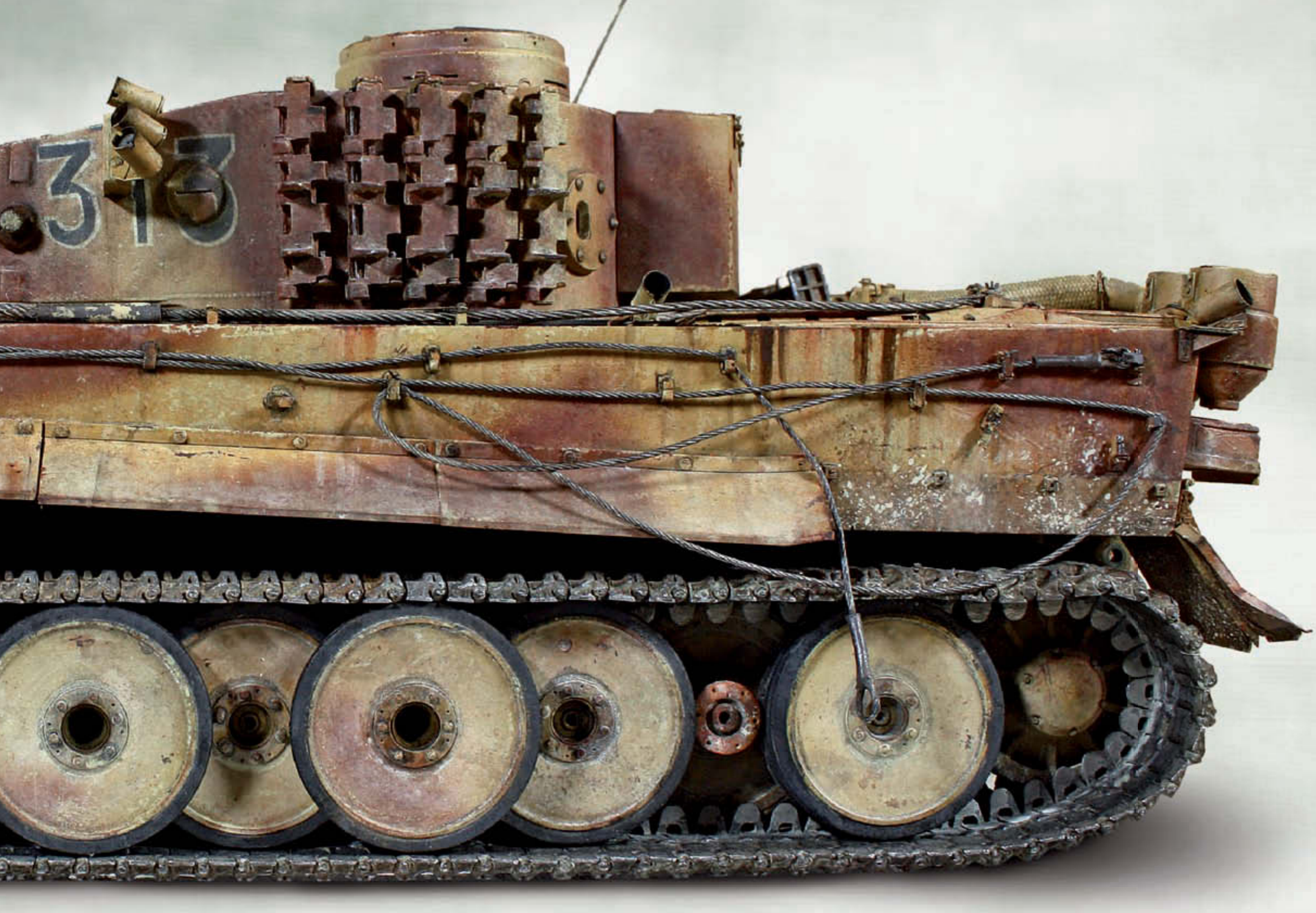


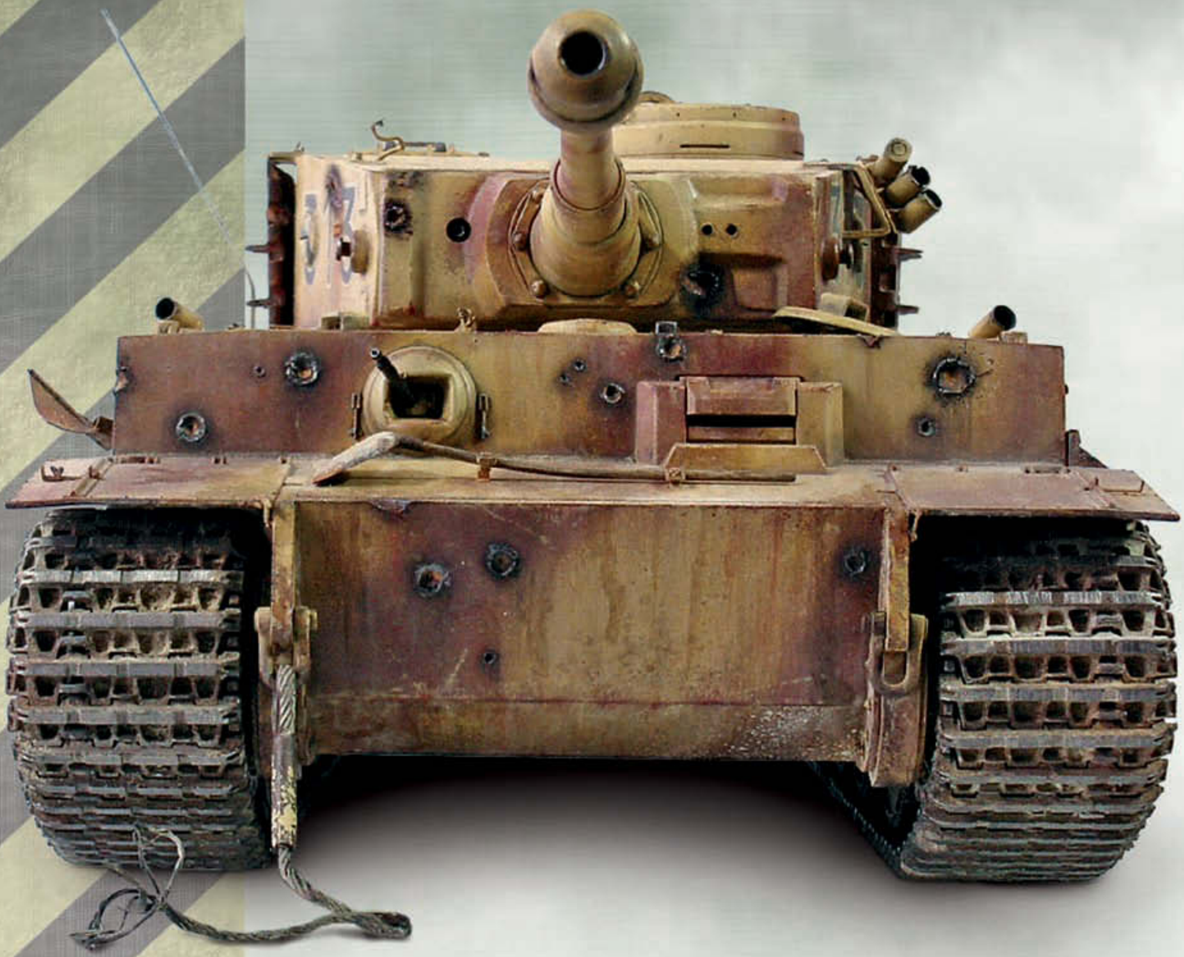
The commander's dome or cupola is the ideal place for recreating a number of scratches, hand marks, micro paint chips and metal effects.

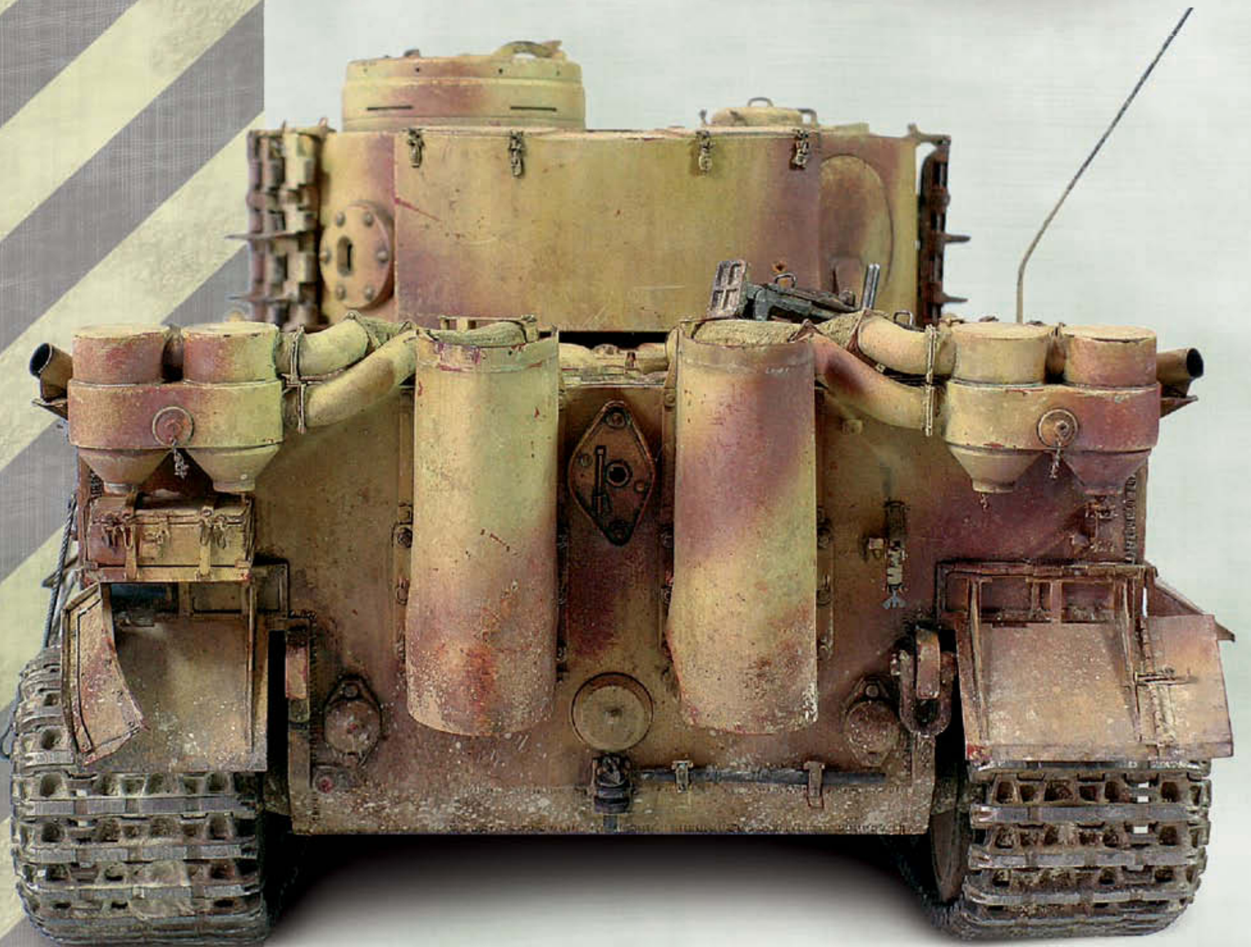


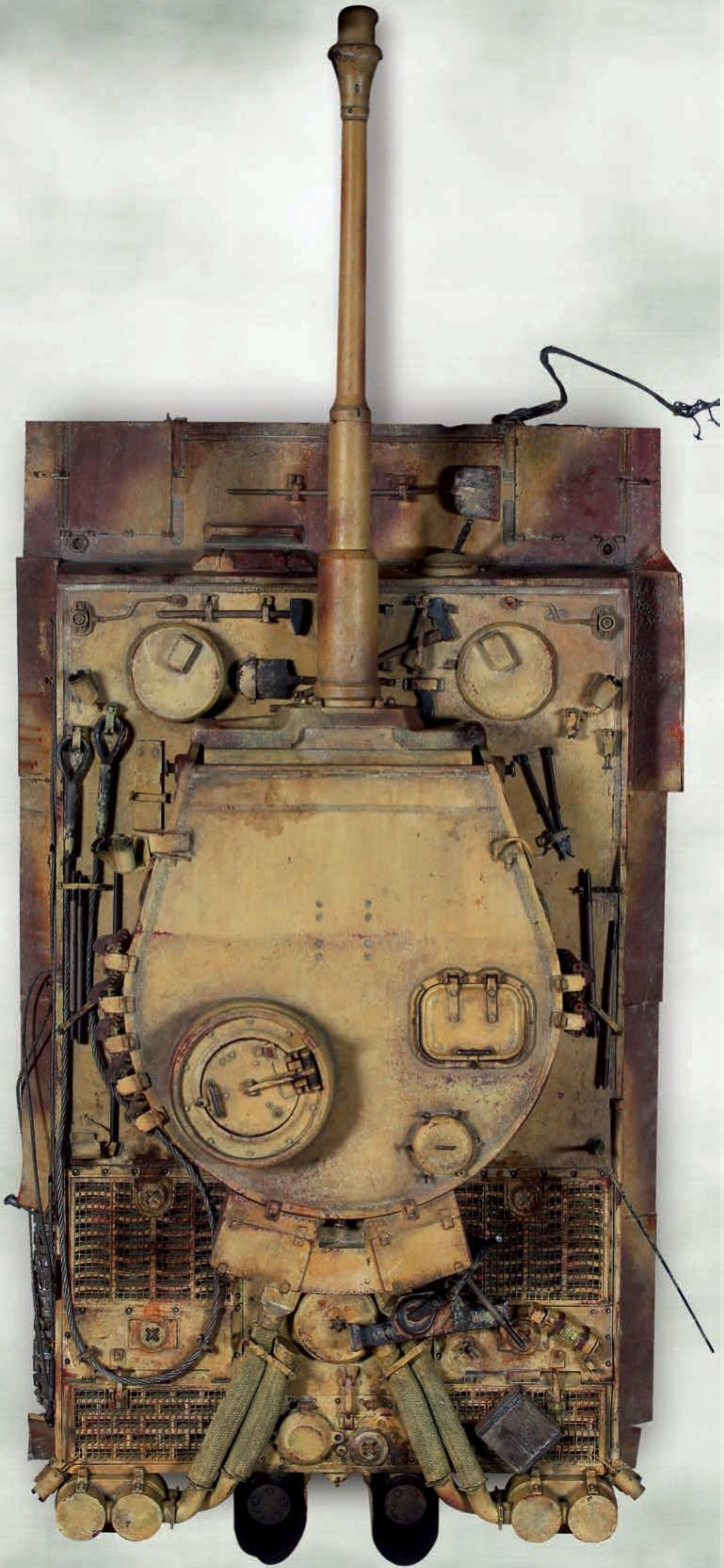


At some point in the maintenance of this vehicle while the access hatches were open there was an oil spill which created this curiously shaped streak on the side of the hull.









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- AFV Modelling Guide vol.1 "Tiger" Geibunsha Publishing Co.Ltd.

- Tiger in action Squadron Signal publications Inc.

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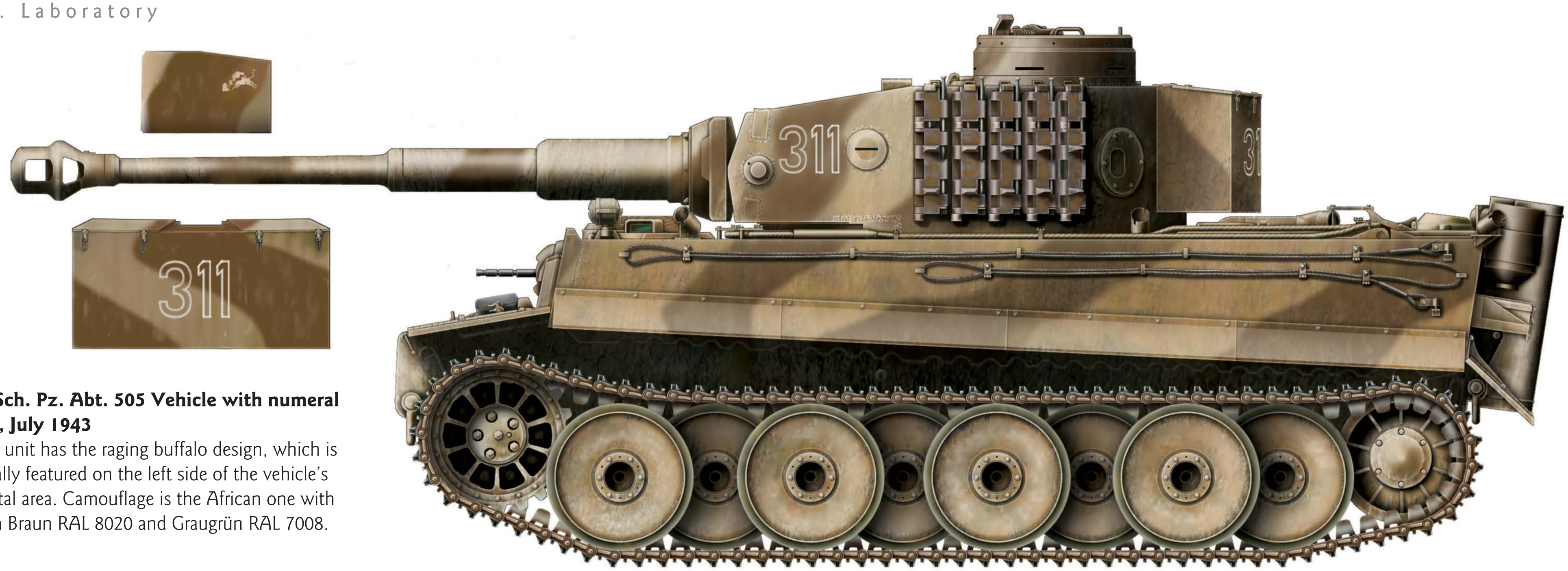
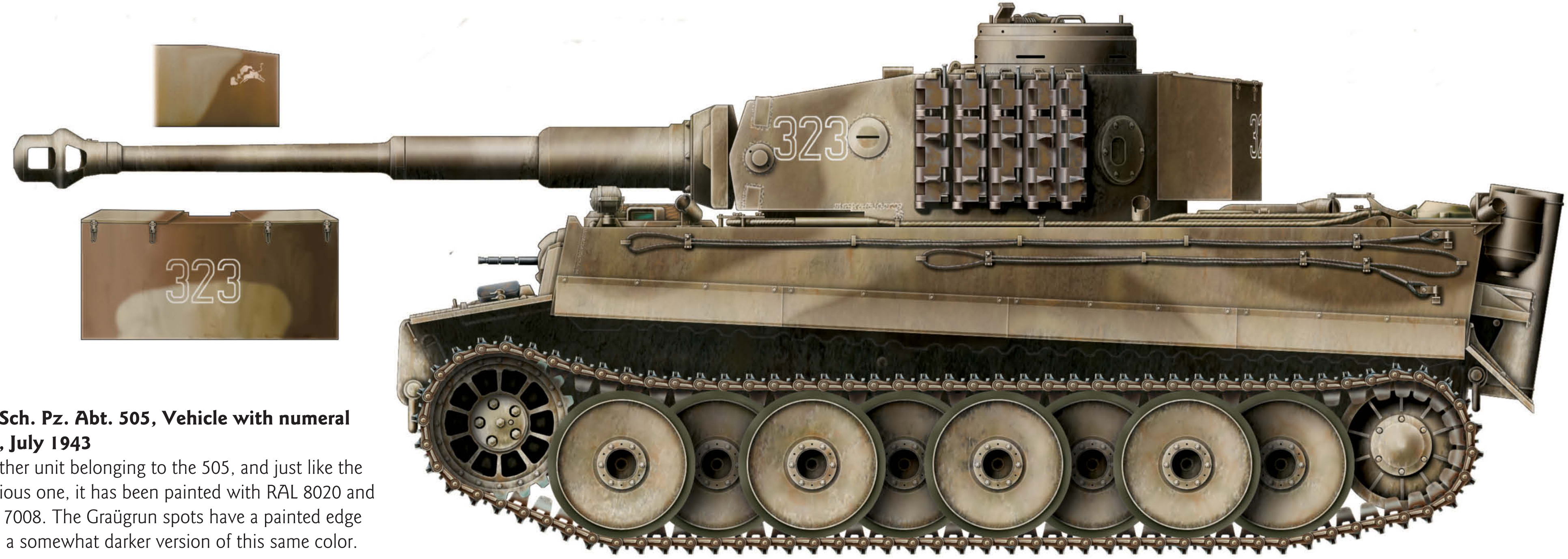
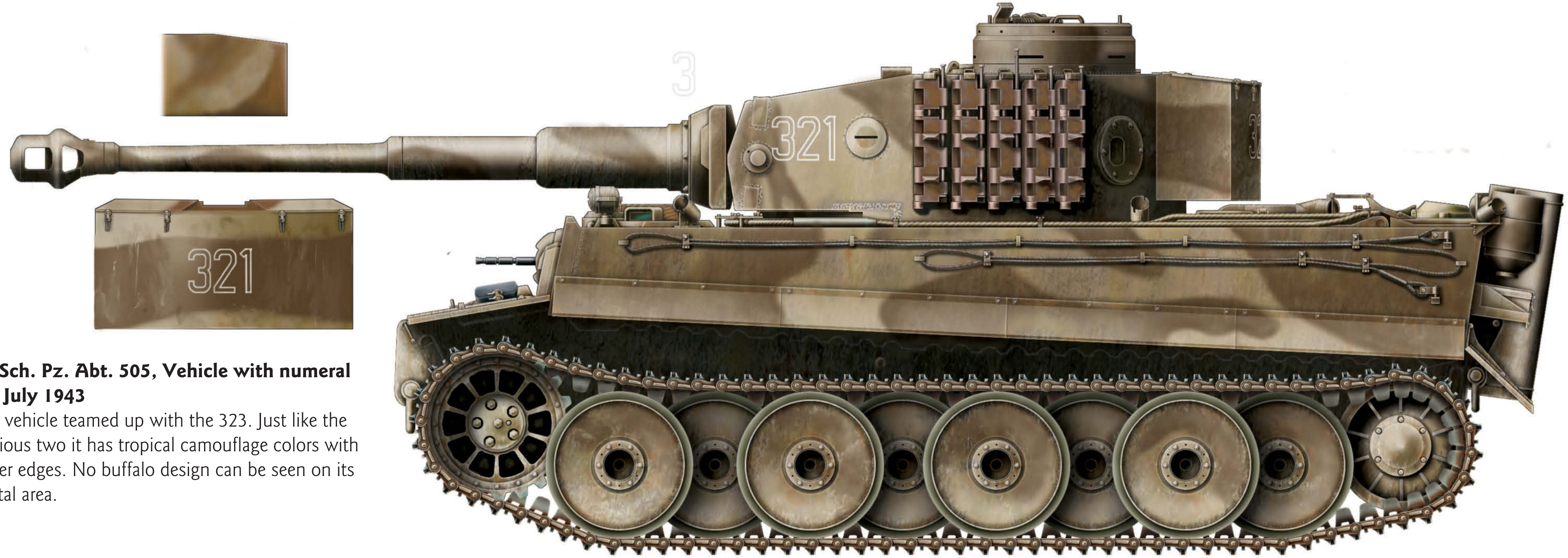


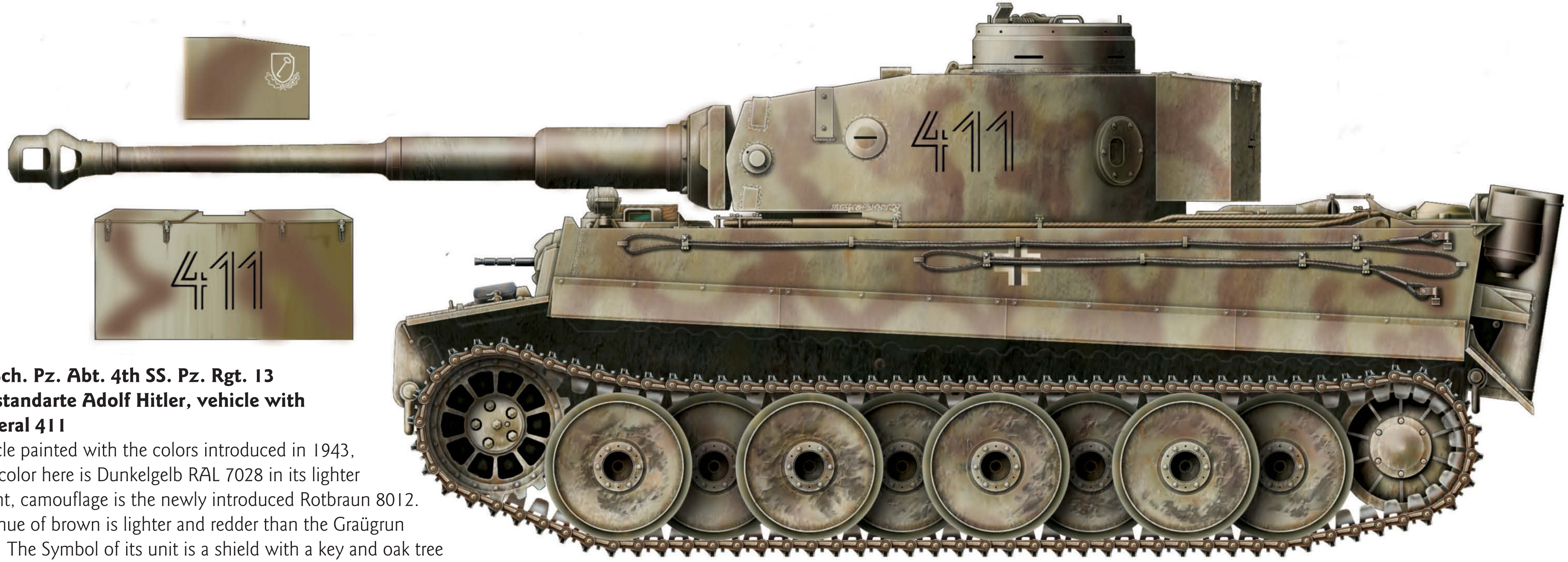
01.Sch. Pz. Abt. 505 Vehicle with numeral 311, July 1943
This unit has the raging buffalo design, which is usually featured on the left side of the vehicle's frontal area. Camouflage is the African one with both Braun RAL 8020 and Graugrün RAL 7008.



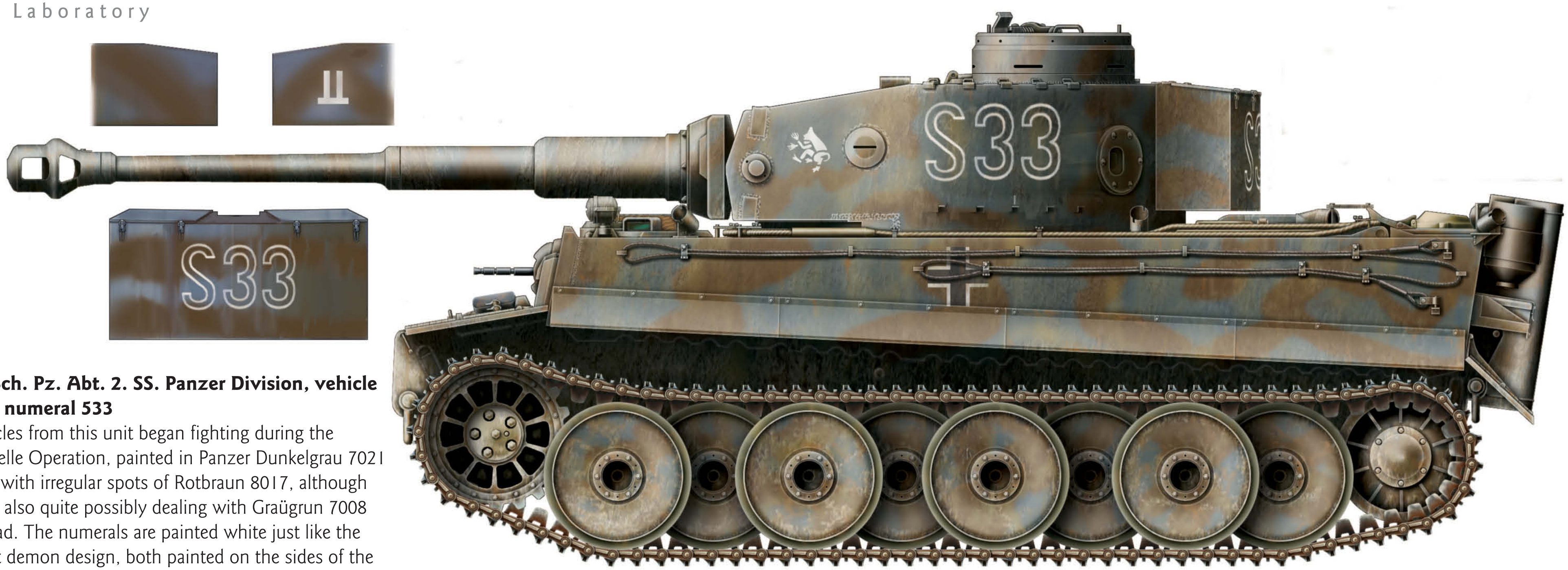
02. Sch. Pz. Abt. 505, Vehicle with numeral 323, July 1943
Another unit belonging to the 505, and just like the previous one, it has been painted with RAL 8020 and RAL 7008. The Graügrun spots have a painted edge with a somewhat darker version of this same color.



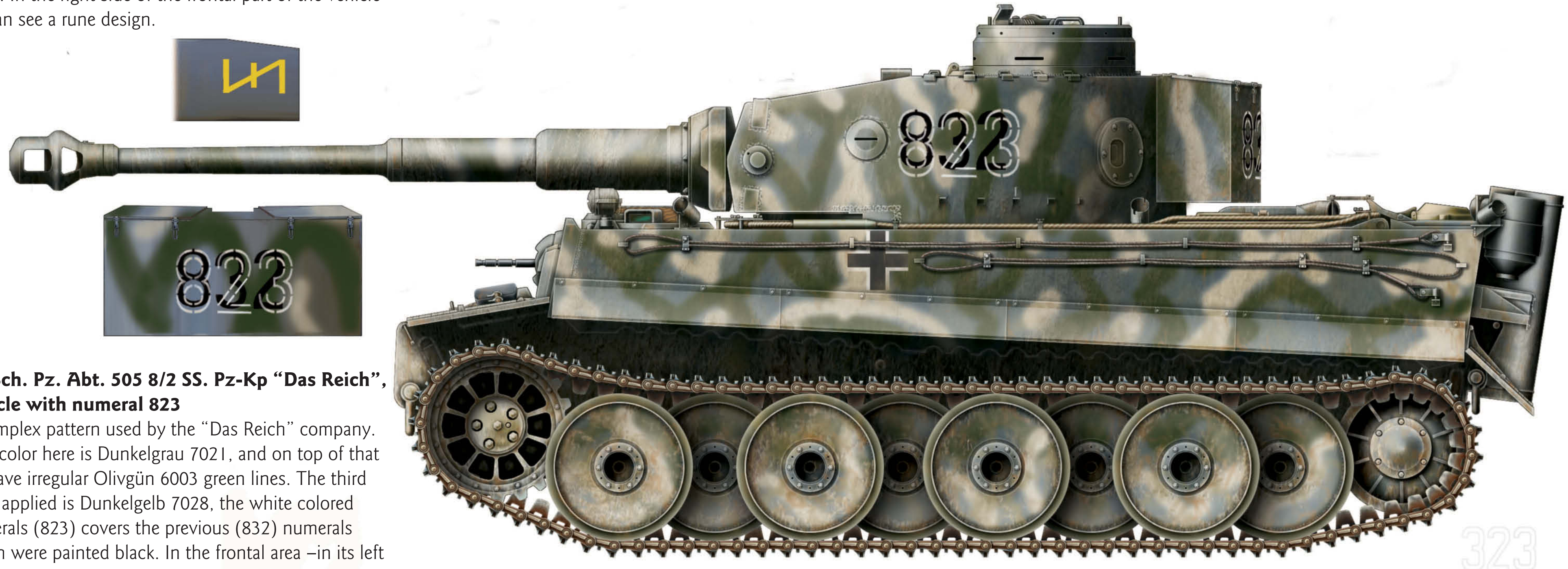
03. Sch. Pz. Abt. 505, Vehicle with numeral 321 July 1943
This vehicle teamed up with the 323. Just like the previous two it has tropical camouflage colors with darker edges. No buffalo design can be seen on its frontal area.



04. Sch. Pz. Abt. 4th SS. Pz. Rgt. 13 Leibstandarte Adolf Hitler, vehicle with numeral 411
Vehicle painted with the colors introduced in 1943, base color here is Dunkelgelb RAL 7028 in its lighter variant, camouflage is the newly introduced Rotbraun 8012. This hue of brown is lighter and redder than the Graügrun 7008. The Symbol of its unit is a shield with a key and oak tree leaves, and it has been painted white in the frontal armored plank on its left side.



05. Sch. Pz. Abt. 2. SS. Panzer Division, vehicle with numeral 533
Vehicles from this unit began fighting during the Zitadelle Operation, painted in Panzer Dunkelgrau 7021 gray, with irregular spots of Rotbraun 8017, although we're also quite possibly dealing with Graügrun 7008 instead. The numerals are painted white just like the ghost demon design, both painted on the sides of the turret. In the right side of the frontal part of the vehicle we can see a rune design.



06. Sch. Pz. Abt. 505 8/2 SS. Pz-Kp "Das Reich", vehicle with numeral 823
A complex pattern used by the "Das Reich" company. Base color here is Dunkelgrau 7021, and on top of that we have irregular Olivgün 6003 green lines. The third color applied is Dunkelgelb 7028, the white colored numerals (823) covers the previous (832) numerals which were painted black. In the frontal area –in its left side- we can see the alternate "Das Reich" insignia painted yellow.

This is a very popular armored vehicle between hobbyists so it makes sense to find many references by several manufacturers. Here we'll deal only with those of a higher quality.

KITS

Academy

Ref. 1348

Intermediate version, with inner workings included.

AFV

Ref. 35079

Final version with Zimmerit paste, including the cast metal gun, photo etched grilles and basculating suspension, ideal for making dioramas.

Tiger I
Panzerkampfwagen VI Tiger Ausf. E (LATEST-MODEL)
AFV CLUB

Ref. 35s25

In this case we can portray the vehicle in its version for being transported by railroad including the narrower tracks.

Dragon

REf. 6600

With this reference we can do the initial version that fought in Leningrad. This version has the box of the PZIII and the lateral boxes as well.

Ref. 6383

Final run Tiger version with Zimmerit, functional suspension, photo etched grilles and the usual DML extra features.

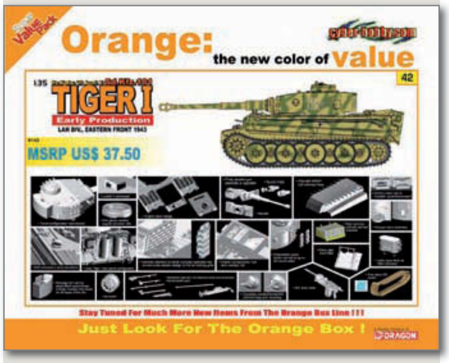
Pz.Kpfw.VI Ausf.E TIGER I INITIAL PRODUCTION

Pz.Kpfw.VI Ausf.E
Tiger I Late Production w/ZIMMERIT
DRAGON

CyberHobby

Ref. 9142

This is the exact configuration which we've chosen to portray.


Value Pack
Orange: the new color of value
TIGER I Early Production
MSRP US$ 37.50
Just Look For The Orange Box !
DRAGON

Tamiya

Ref. 35146

Late run version, includes crew figures.

Ref. 35194

Intermediate run version. Rubber wheels, dome/cupola, Zimmerit...

TIGER I
Panzerkampfwagen VI TIGER I Ausführung E LATE VERSION

GERMAN TIGER I MID PRODUCTION

Ref. 35202

Also an intermediate run version, ready to portray Otto Carius' vehicle.

Ref. 35216

This is the version closest to what we wanted to portray.

Ref. 35227

Tiger in its initial African configuration, fenders and specific exhausts, etc.

Italeri

Ref. 286

This is the Italian maker's version of the African version.

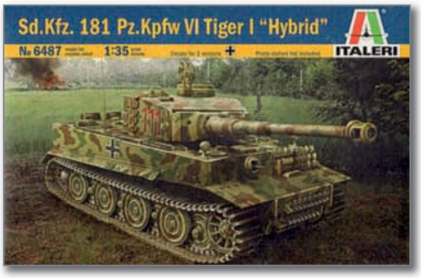
Ref. 6471

Final configuration with photo etched pieces for the fenders and exhausts included.

Ref. 6487

In this case the manufacturer has called it a Hybrid version; it has some features of the initial and intermediate run Tiger with steel wheels. It also includes a photo etched sheet.

Pz. Kpfw. VI Tiger I Ausf. E
N. 6471 1:35

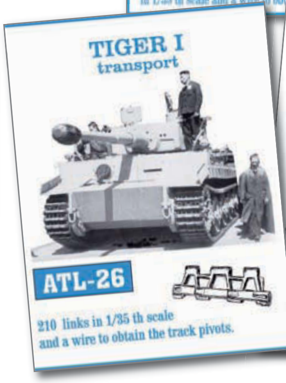

Sd.Kfz. 181 Pz.Kpfw VI Tiger I "Hybrid"
N. 6487 1:35
ITALERI

ACCESSORIES

Tracks

Friumodel. The Hungarian manufacturer has a wide ranged catalogue, and no matter which version of the Tiger we choose, this brand has articulated tracks for it._06 middlesen metal. The quality of these is exceptional.

TIGER I
initial type (mirror tracks)
ATL-116
110 links left side, 110 links right side (mirror tracks) in 1/35 th scale and a wire to obtain the track pivots.


TIGER I
transport
ATL-26
210 links in 1/35 th scale and a wire to obtain the track pivots.

TIGER I
early
TL-25
nks (early model) in 1/35 th scale and
to obtain the track pivots.

Tracks

Modelkasten. Plastic tracks with separate track links. These articulate via connectors on both sides. A quality product but somewhat feeble.

TIGER I SK-4
TIGER I SK-5
TIGER I LATE TRACK SK-1
TIGER I EARLY TRACK SK-2
TIGER I TRANSPORT TRACK SK-3
MODELKASTEN

Afv. This manufacturer also has the initial run tracks and articulated ones for those of the final run, but both are made of plastic.

TRACK FOR GERMAN Sd.Kfz.18
Ausf.E TIGER I LATE VERSION (WORKAB
TIGER I EARLY VERSION TRACKLINK
AFV CLUB
HI-TECH TRACK

Zimmerit

Atak.:

35005

a reference designed for the Tamiya kit

Cavalier:

CV101

For los kits de Tamiya: 35146 – 35194

CV130

For el kit de AFV: 35079

CV131

For el kit de Dragon: 6253

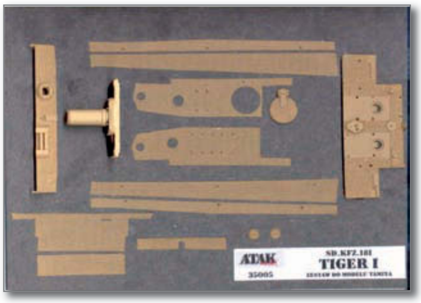
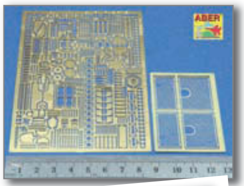

ATAK
35005
SD.KFZ.181
TIGER I

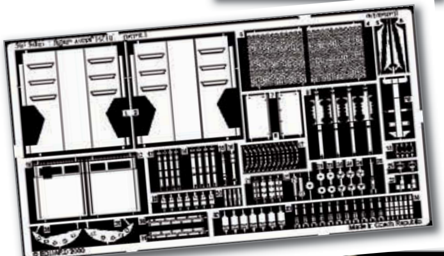
Photo Etched

Aber:

35014

For initial run Tamiya, Italeri and Academy kits.





35015

For initial run Tamiya, Italeri and Academy kits.

Eduard:

35305

For Italeri initial run kits.

Voyager:

PE35061

1/35 Tiger I Initial Production Africa Troop (For TAMIYA 35227)

PE35062

1/35 Tiger I Early Version (For TAMIYA 35275)

PE35070

1/35 Tiger I Late Version (For DRAGON 62537)

PE35072

1/35 Tiger I Mid Version (For TAMIYA 35194/ACADEMY 1387)

PE35061
VOYAGERMODEL
The Best Upgrade Solution

VOYAGERMODEL
The Best Upgrade Solution

Guns

Aber:

35 L-026

German 88mm Kwk 36 L/56 Tiger I (earlymodel)

35 L-028

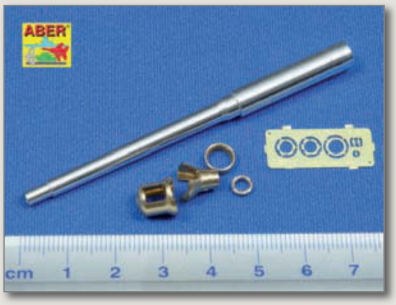
German 88mm KwK 36 L/56 Tiger I (Late model) barrel

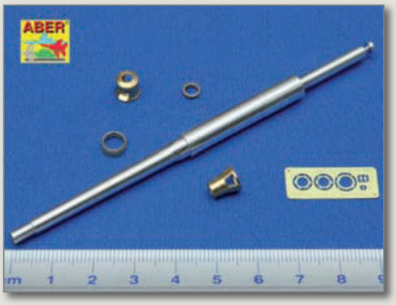
35 L-076

German 88mm Kwk 36 L/56 Barrel with early muzzle brake for Tiger I Early

35 L-078

German 88mm KwK 36 L/56 barrel with late mzzle brake for Tiger I middle and late





RB Models:

8.8cm KwK 36 L/56 Tiger I (early model)

8.8cm KwK 36 L/56 Tiger I (late model)

Tanks in Russia

euro MODELISMO
MONOGRAPH
TANKS IN RUSSIA I
STEP BY STEP
TANKS
TANKS IN RUSSIA IV
STEP BY STEP

17€

Tanks in Russia I

- Tanks of the Eastern Front, 1941-1942: Painting and camouflage
- Pz.Kpfw. I Ausf. B:10. Pz.Div.
- Pz.Kpfw. II Ausf. F:7. Pz.Div.
- Pz.Kpfw. III Ausf. H:3. Pz.Div.
- Tracks & accessories:Painting and varnishing
- Pz.Kpfw. IV Ausf. E:6. Pz.Div.
- Pz.Kpfw. IV Ausf. F-1:5. Pz.Div., Pz. Rgt. 31
- Pz.Kpfw. IV Ausf. F-2:14. Pz.Div., Pz. Rgt. 36
- Identification symbols:The emblems used by German crews in the Eastern Front, 1941-1942.

Sold Out

Tanks in Russia II

- A further analyse on camouflages based on new information. Assembly and superdetailing of Russian and Germantanks and specially the following models:
- Pz.Kpfw.38 (t),
- T-26
- T-60
- T-34/78 mod.1940
- T-34 mod.1941
- T-34/76 mod.1941/42 "Ekranami"
- BT-5
- BT-7M, ,
- KV-II mod.1939,
- KV-I mod.1941
- KV-IE.

17€

Tanks in Russia III

- Emblems of Armored German Units on the Eastern Front, 1943-1945
- German Camouflage Colors, 1943 (RAL 840R)
- Russian Camouflage Colors, 1943
- Pz.Kpfw. III Ausf. M - Pz.Rgt.3., 2. Pz.Div.
- Pz.Kpfw. IV Ausf. G - 20. Pz. Div.
- Pz.Kpfw. V Ausf. D - 51. Pz.Abt., III Pz.Rgt.53
- T-34/76 Mod. 1943. 30th Guard Armored

20€

Tanks in Russia IV

- Pz.Kpfw. V Panther Ausf. A, 5.SS-Pz.Div. "Wiking"
- Perfiles: Pz.Kpfw. V Panther Ausf. A
- Pz.Kpfw. Vi tiger Ausf. E , 2. Pz.Rgt., SS-Pz.Gren.Div. "Das Reich"
- Perfiles: Pz.Kpfw. Vi tiger Ausf. E
- Pz.Kpfw. Vi tiger Ausf. E , Sch. Pz.Abt. 509
- Pz.Kpfw. VI tiger Ausf. E , Sch. Pz.Abt. 509 versión invierno
- IS-1 (KV-85), Unidad de entrenamiento cerca de la fábrica Kirovski
- IS-1, 13 regimiento de choque de carros pesados de la guardia

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